Dick Tracy poster

DICK TRACY

DECEMBER 1990

Megazone

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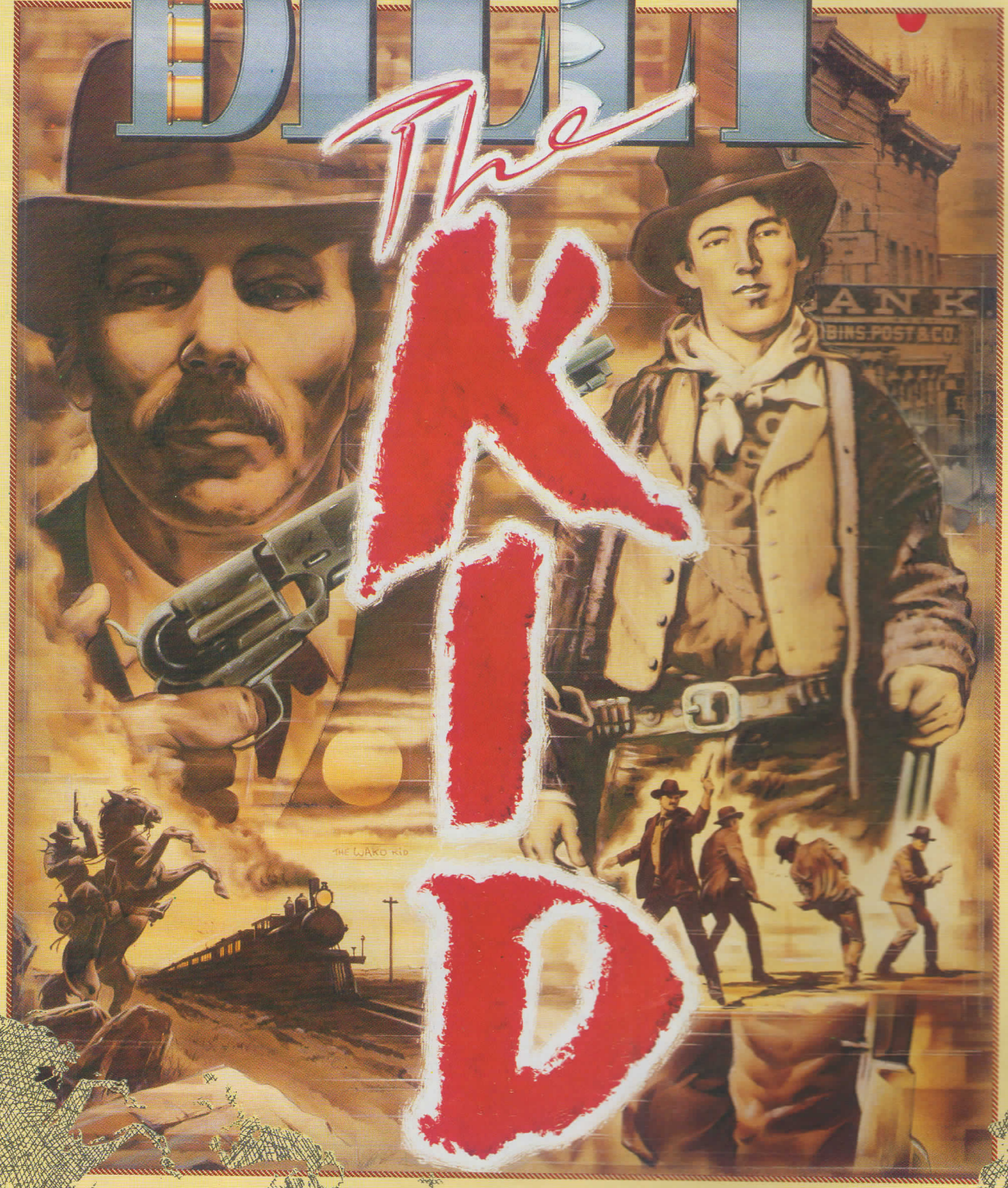

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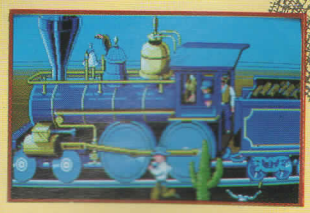

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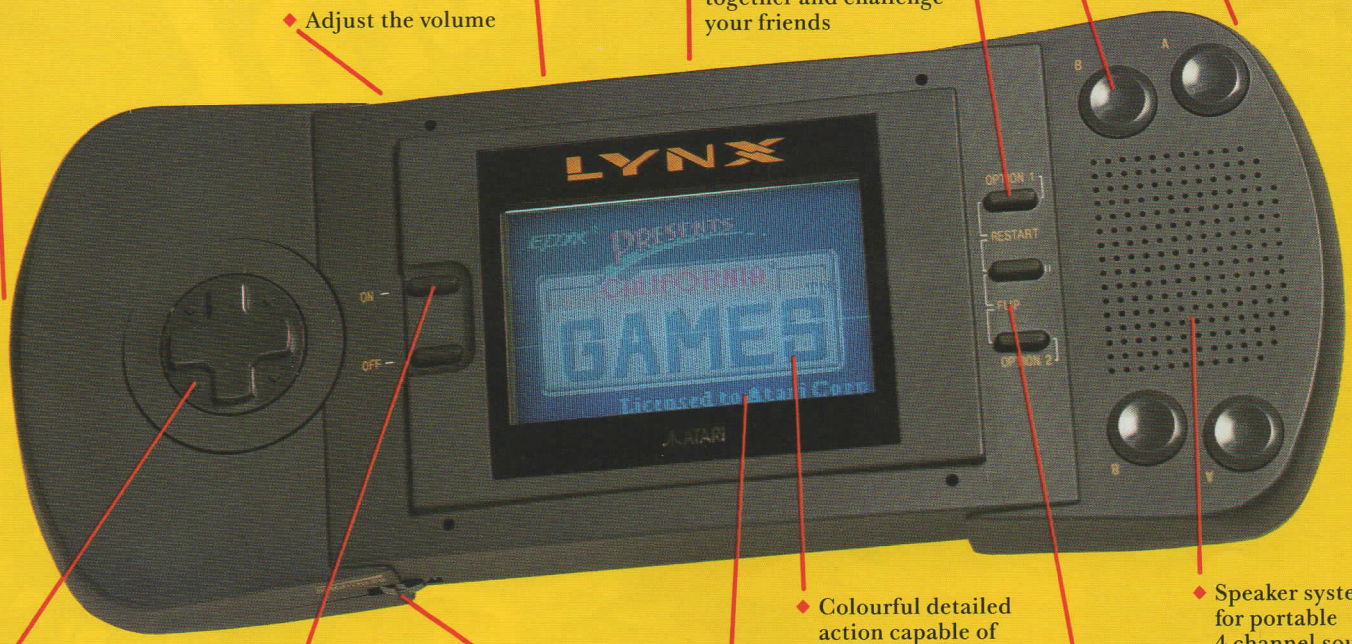

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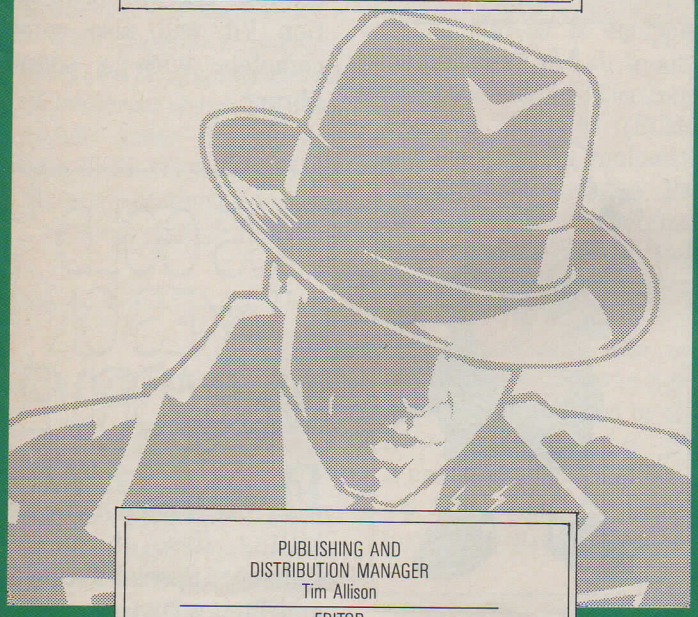
SIERRA®

What a bumper Christmas issue — full of giveaways and surprises. Isn't it neat that once a year, when the sun starts to shine and the city starts to buzz and the beaches start to fill, that you can win things in magazines and play new games in the hottest of spots. Megazone & Timezone have joined to give you a free games Xmas coupon, and Megazone are giving away 500 Wizards & Warriors hand held units.

OK — so you have to subscribe to the magazine till you're old and grey, but believe me, when you're old and grey you'll be more into your games than ever. . . just ask Santa!

— Merry Christmas from the team at Megazone



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NEWZONE

SEGA SELLS 100,000!!!

Whilst home computer sales have dropped off against last year's sales, the game console boom has really taken off. In America one home in four has a game console, with Nintendo dominating the US market.

There are well over five hundred different game titles available for Nintendo, unfortunately these cannot be used on the Australian PAL console. In England, quite the opposite has happened, where Sega have an eighty percent market share and have over 120 titles available for the Sega Master System.

Which brings us to Australia. Whilst everybody was concentrating on Aussie Rules and Cricket, Sega have suddenly stormed into a strong lead in the console war. Official news from Ozi Soft is that the 100,000th Sega console has just been sold in Australia this year. In fact, Ozi Soft hadn't even realised this milestone had been achieved until I called them up to find out how many had been sold.

Suddenly the company was abuzz, 100,000 Sega consoles in one year already — WOW!! You could almost hear the glee as the importance of this achievement was realised. It makes the Sega console number one by far in Australia and also turns the Sega Master System (and Sega Master System II) into the single biggest selling consumer product around $100 this year. Top selling games for the year in sales order are:

1.	Wonderboy	$19.99
2.	Double Dragon	$49.95
3.	Action Fighter	$29.95
4.	California Games	$49.95
5.	Wonderboy III	$69.95
6.	Psycho Fox	$49.95
7.	Fantasy Zone	$29.95
8.	Outrun	$49.95
9.	Chase HQ	$69.95
10.	The Ninja	$29.95

CHILL OUT TURTLES

"What's cooler than a Ninja Turtle? Nothing?" Well just wait for the arrival of the "Simpsons".

Bart Simpson, the little fellow from the prime time TV US cartoon, has been described as "hip"!! This zany family has many adventures and a language of their own. Already appearing in Australia on video shorts, comic strips, calendars and other paraphernalia. It will hit our TV stations during the summer season and the word is out that Probe Software have started development on the software.

Simpson mania — here it comes!!

3D CONSTRUCTION KIT

Domark and the 3D specialists from Incentive are developing a 3D construction kit for home use.

It is the first time that the user at home will be able to quickly create their own 3D environment and be capable of walking into it. Such techniques were used for games like "Dark Side", "Total Eclipse" and more recently "Castle Master".

Imagine building your own house on your system, and being able to show people the design and structure. It can be used to create complex structure and mazes and is both educational and entertaining. The 3D construction kit will also come complete with a sound library.

US GOLD TAKES ON MEGADRIVE

ESWAT is not a name for killing flys, it means Enhanced Special Weapons and Tactics Division of the Cyber Police, which is obviously set in the future. This Sega MegaDrive (Genegis) release has had top reviews and so has been snatched up by US Gold for conversion.

This one makes Robo-Cop look like a beginner. Strap your Cop up with bazookas and flame throwers. It's a Cop that can definitely clean up the streets.

MEGA 10
UP & COMING TITLES

CONT PAGE 60

S.T.U.N. RUNNER (DOMARK)

Grasp the controls and enter the futuristic world of the S.T.U.N. (Spread Tunnel Underground Network) Runner. It's exhilarating! It's challenging! It's a game of excessive speeds. Race through a network of twisting tunnels to qualify for the ''Ultimate Challenge'' at the end of the game — a breathtaking race filled with unexpected surprises.

Use your powerful lasers and the specially designed ''Shockwaves'' to annihilate the opposing gangs who are hellbent on stopping you.

With fabulous polygon generated 3D graphics and all 380 different objects from the arcade game incorporated onto 16-Bit versions, S.T.U.N. Runner is destined to become a runaway success.

KNIGHTS OF THE SKY (MICROPROSE)

Back in a time when aircraft were held together by no more than piano wire and luck, and flying was still in its infancy, brave heroes of a new age battled it out above the trenches in France. Knights of the Sky takes you back into battle, with only a map and compass to navigate by, and two Browning machine guns with which to tackle your foe. Choose the role of British, American or French flying ace as you tackle famed pilots of the Kaiser's Luftwaffe, such as Oswald, Boelche, Max Immelman or Manfred von Richtofen.

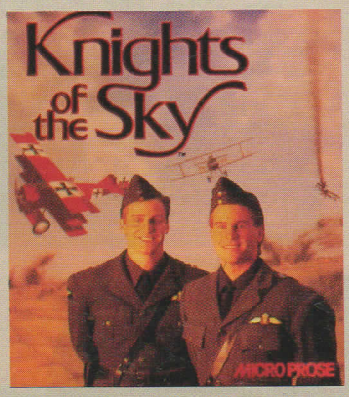
MiG-29 (DOMARK)

Domark are taking a walk on the wild side. For the first time ever they are taking on Microprose with MiG-29, the Soviet Union's most advanced front line attack aircraft.

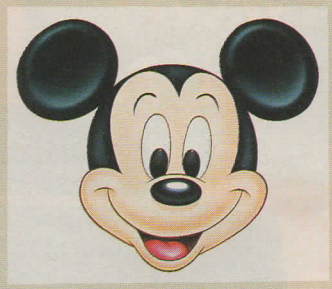
Acknowledged by NATO to be perhaps the finest air superiority fighter currently in service, you are to be given the chance of a lifetime to become one of the elite group of cadets chosen to train on this prestigious aircraft. Prove your prowess in a series of gruelling training missions, based on real world scenarios and culminating in full combat status.

The MiG-29 is equipped with cannon and air-to-air - to-ground missiles. Electronic Counter Measures (ECMs) include jamming equipment for upgraded missiles like SAMs and, of course, chaff and flares to confuse heat seeking elements of those missiles.

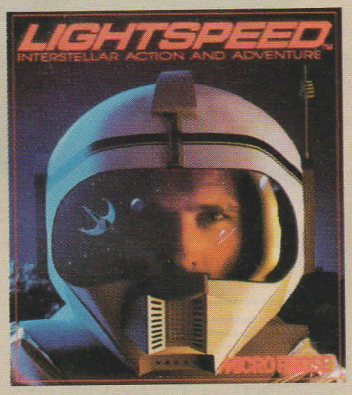
Developed with the co-operation of TASS Soviet News Agency and designed by the Kremlin, MiG-29 is programmed by SIMIS — a top flight Simulator Design team (ex British Aerospace).



KNIGHTS OF THE SKY



LIGHTSPEED



LIGHTSPEED (MICROPROSE)

Microprose's first space simulation. Taking place in a future where the Earth has lost its ability to support human life, LightSpeed requires the player to explore a star cluster in search of planets that can serve as a new home for the human race. LightSpeed features elements of simulation and role-playing — and allows the player to control how much of each he wants in the game.

You're the only human in a huge, robotic space ship, flying at incredible speeds through deep space. Your mission: find and settle a new planet where humanity can thrive. Combat is inevitable, but you'll need more than flying skill to succeed. You'll also need resourcefulness, charm and political skill to help you negotiate the bizarre, intelligent — sometimes hostile — beings who correctly see you as the alien.

DISNEY EDUCA-TIONAL SOFTWARE FOR PRE-SCHOOL AGES 2 TO 5 DISNEY SOFTWARE

Mickey's ABC: A Day At The Fair is a fun, interactive computer experience that will help expose your child to the alphabet, the letter sounds, and the correspondence between letters and words. They will also expand their vocabulary, stretch their language fluency, exercise creativity, and develop important problem solving skills.

Mickey's 123: A Big Surprise Party introduces preschool children to numbers, counting and to associate numbers with quantities. Any number key your child presses makes something fascinating happen, every time.

Mickey's Shapes & Colours: The Dazzling Magic Show will expose your child to basic colours and geometric shapes with words that name them and with real-world objects. Your child will be motivated to learn basic colour and shape concepts so that he or she can control the action on screen.

SEGA
GAME GEAR

Game Gear features a 3.2 inch colour LCD game screen. It can display 32 colours on screen at any one time from a palette of 4096 colours. A screen backlight allows Game Gear to be played either indoors or outdoors, regardless of the surrounding light.

A stereo headphone jack is provided to tickle the ear drums with true stereophonic sounds as you blast away the aliens. Playing the Game Gear in stereo, opens up a whole new dimension in game play explosions in the left ear whilst you hear heavy music in the right — this is quite amazing.

An optional cable will allow up to eight players to join forces or compete — titles that have multi player capabilities are still to be announced.

The Sega Game Gear is powered by six "AA" batteries, alternatively you can purchase a rechargeable battery pack A/C adaptor or a car cigarette lighter to run the unit. In addition, any other Sega console power supply (Master System or Mega Drive) can be used for the Game Gear.

As well as Sega producing software for the Game Gear, a total of 23 third party companies have already entered agreements to produce Game Gear software.

The feature I like most about the Game Gear is the optional TV tuner, that turns your console into a full UHF and VHF colour television set.

The Japanese market will also see the inclusion of a video input terminal that will enable the Game Gear to be used as a remote monitor for video cameras or other audio video equipment. We are not sure if they will make this available for the Australian market at this stage but will keep you up to date on the latest Game Gear development.

The TV tuner will almost certainly cost over $100, but compared to buying your own TV set must be a bargain. Just imagine, carrying your own portable full colour game console AND TV around school/work — or even under the bed covers late at night.

Both the Game Gear and TV tuner should be available by Easter 1991, all prices are still to be set but expected price in the UK is around £99.00 with a corresponding price in Australia between $199 and $249.

HIGH TECH

CDTV

HOW CLOSE ARE WE?

REALITY OR FANTASY?

Nintendo have the powerglove and Sega won't tell us what secret developments they have, but be prepared to plug yourself in!!

Bio-feedback, or taking your brain for a school lesson is a principle which has been around for over 25 years. Your brain waves, or electronic pulsars emit at different levels and speeds depending upon the stimuli at a particular time. The principle is to train your brain by providing it with particular stimuli while cutting others. For instance, your brain could be tricked into thinking it was night time when your eyes are covered by a blind fold.

What will this mean for the games of the future?? Perhaps a game which will involve full body suits and helmets that can control what you see, feel and therefore react to. Bringing reality closer to the ultimate fantasy.

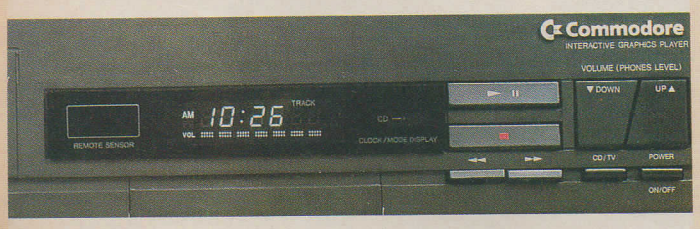
KODAK Vs CANNON

Kodak, the familiar camera company, is now developing a new CD based concept of replacing film with a compact disk.

The compact disc will have the ability to store a large volume of images and play them back on a conventional TV set. It will also be high quality capable of editing prior to printing. That is to zoom in upon images, changing and enhancing depending upon your editing abilities.

Cannon have also developed a similar TV play back camera which stores on a tiny 5cm disk, similar to the 3.5" computer disk. Following this further, it could in fact be linked to a computer and sent by modem to a friend. The Police already use a face construction system which involves porting the pictures onto a computer.

Within a year, your portable CD Walkman will double as a camera!!



It has been hailed as the biggest leap forward in computer/entertainment since the first desktop — or even further still to being compared and equalled to man walking on the moon.

Why, you may ask, is everyone making so much fuss over a CD player! It is simply because it will reach into every home like videos have, and will change the way we think, live and learn. The impact is what dreams are made of and proves that dreams can occasionally come true.

Commodore CDTV is based around the Amiga with a 103 version and a CD player strapped on. The technology is not new, but it is the use of that technology that is!

Interactive Multimedia is the basis for allowing storage of sight, sound and programming to be stored upon a CD making it instantly accessible. That is to roll your latest game, video and album into one.

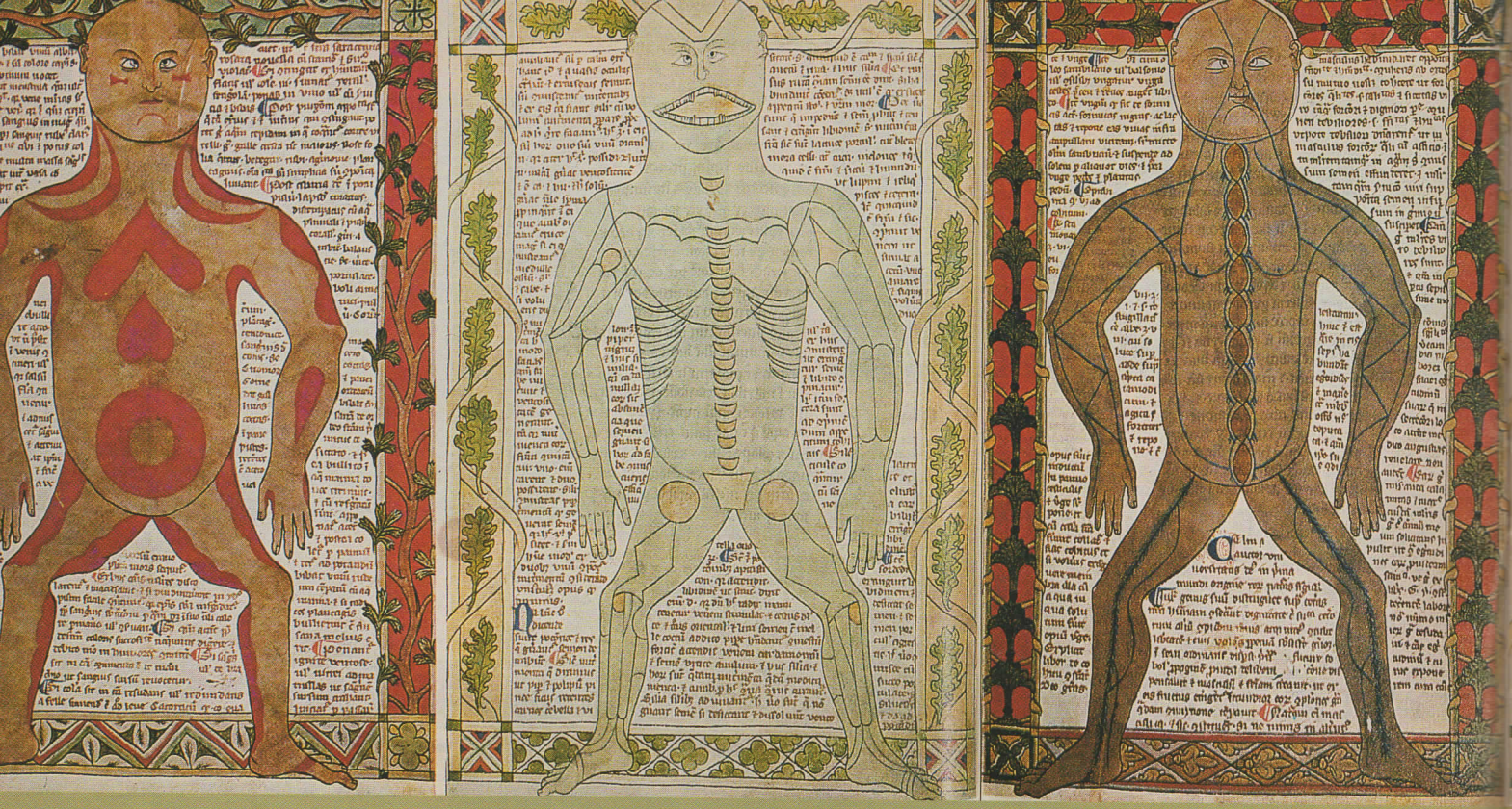
The system has many technical developments which must occur prior to the CDTV delivering its full potential. For instance, to interact within a movie and to control characters is possible, however, the Australian PAL TV receives images at 25 to 30 frames per second. To match that the CD would need to deliver 2mB of data continuously which is simply not yet possible. Companies such as Cinemaware, Bluth and others have been able to have incredible compression of data allowing speedy transfer.

Such games as "Dragons Lair" are the real candidates for the first CDTV game. Where the screens involve little change, ie: 32 colours and simple movement, the CD could cope, however, real 256 plus colours and video is still a long way off from a final product.

Phillips, Sony and Matsushita have teamed up to confuse issues to launch a system called CD-I. The CD-I will use Motorola's high density CMOS chips allowing full motion and video. It will allow 256 plus colours and full TV quality.

The CD-I simply put, is a totally new system aimed at full motion TV quality, where the CD-TV is limited by the Amiga and CD.

Which is better? Possibly the one which allows the easiest development, but our money is on the CD-I.



Since it's Christmas, we thought we should publish some of our thank you letters. Please write in and let us know what you would like to see and discuss.

Remember, have your say and stand up for what you feel is right. If you have a nagging issue you feel we should write about, then drop us a line, and pop it in the post to:

Commun

MEGAZONE Communications
Postal Box 9,
Rosebery
N.S.W. 2018

Dear MegaZone,
First of all I would like to congratulate you on an excellent publication. I've really enjoyed it from the first issue, what with being involved in such things as games, communications and interested in new technology, I think your magazine gives an entertaining if not enthralling insight into the computer entertainment universe.

Can we start seeing more articles on other aspects of computers, other than games.
MICHAEL MILLER
Burwood

We are only just beginning to enter the technical world of computers. It will take time to get with it. If you would like to see a particular area covered — then drop us a line!

Ed.

Dear MegaZone,
How about starting us an Australian high score table in your magazine, like the Poms and the Yanks have.
DANIEL CRADDOCK
Narrabri, NSW

Great idea!! Send us what you have, and we will try and put it all together in a similar format!

Dear MegaZone,
After reading so much about the Sega MegaDrive, can you tell me when it will be released. So far I have heard it was to come out in September or October, now I hear that it is Christmas. I've also been told the price could be $299 or even $399. Can you please give me any information on the MegaDrive's release date and retail price.
KEN THOMAS
Windsor, QLD

Ken, MegaDrive will be worth waiting for. Due for a November launch at RRP$349.00.

Ed.

Dear MegaZone,
I am a Sierra fan and am glad that all of the MegaZone magazines that I have purchased have all contained a Sierra game review. I would like to know the latest Sierra games and their release dates. Also, is it possible if you could print hints and tips to some of the Sierra games?
LIONEL PLUG
Byford, W.A.

Sierra games are terrific and have a strong following. OziSoft distribute them in Australia so why not give them a call. Try "Jones in the Fast Lane" or "Red Baron" which are set for release prior to Christmas.

Ed.

ication

GREMLINS 2: THE NEW BATCH COMPETITION

To eradicate all the gremlins from the face of the planet forever, I suggest that the leading toy manufacturers should produce the Explosive Gizmo Dolls. All gremlins hate Gizmo and so if all these robotic Gizmos were walking the streets, the gremlins would attack them, hence blowing the little *]!*$* out of them. Inside would be an explosive charge, this would set off when a gremlin picks it up. Optic sensors would be placed on the outline of the dolls which would be covered by fur. The sensors would know if it were a gremlin because of the scaley fingers and the sharp fingernails, plus they have only three or four fingers on each hand (look at the illustrations).

Another suggestion would be to lure them into a rocket and blast them to another planet or to the sun.

A. HILTON
DEVONPORT

Dear MegaZone,
I would like to congratulate you on a marvellous magazine. I have only just started to buy your magazine and find it the best. Your Inside Trading is very helpful to me.

Could you please tell me if you know of any good trading games for the Amiga, especially in space.

Is F-19 Stealth Fighter worth buying? If so, is it better than F-29 Retaliator?

SIMON HENSHAW
Dingley, Victoria.

Simon, Inside Trading has changed slightly since you read it, perhaps the best trading space game that is soon to be released is "Lightspeed" from Microprose. Full interactive characters and animated space. Bigger and better than Elite.

F-19 or F29, buy both. I like F-19 for its indepth strategy and complexity — you may differ.

Ed.

Dear MegaZone,
I'd like to congratulate you on a fantastic mag. Finally a decent Aussie mag is now available, and worth every cent too!!

Can you please tell me how I can go about getting back issues of MegaZone, and if the posters are available separately?

NATHAN J. FRAWLEY
Heathmont, VIC

Nathan, a big "Thank You" from everyone here at MegaZone. Back issues are not readily available, however, if you can send us a line indicating which issues you are particularly interested in, MegaZone will do everything possible to supply them to you. The posters unfortunately do not come separately. Try your local computer reseller for a spare poster.

Ed.

KING'S QUEST V

For those of you who are regular *Megazone* readers, you may remember the article we did in our October issue called 'King's Quest V — The Best of a Great New Bunch Coming From Sierra'. Well, King's Quest V has now landed on Australian shores, along with a few other new and exciting Sierra games, and we just couldn't pass up the chance of having a closer look at some of them.

Firstly, for those few and rare breeds who aren't familiar with Sierra products, King's Quest V has been without a doubt the most anticipated new game from Sierra this year.

Weighing in at over 10 megabytes of information, with more than 100 individual scenes for players to wander through on their quests, King's Quest V promises more hours of sheer adventuring pleasure than any previous King's Quest game.

Roberta Williams, the creator of the King's Quest series, has been actively involved with every aspect of her newest game, which promises to be her biggest hit yet in more ways than one. "The graphics and animation are just wonderful," Roberta reports. "The technology for providing better art and music keeps advancing with every game. I think players are going to be amazed, and very pleased, with the results."

The story line for this fantastic new adventure game is as follows:

A year has passed since Princess Rosella's journey to Tamir, and King Graham's health has been fully restored. The Royal Family of Daventry is whole once more, and all is well with the Kingdom.

Unknown to Graham, his beloved family soon be in grave danger. Somewhere far away, a powerful presence watches the castle of Daventry with evil intent. Mordack, a wizard even

more powerful than the late Manannan, has concocted a dreadful plan: to capture the castle of Daventry, and the Royal Family within. He waits for the right moment to strike — when King Graham is helpless to stop him.

On that fateful day, King Graham will return home to find that his castle and his family have disappeared. Graham must don his adventurer's cap once again and find Mordack before harm can come to Rosella, Alexander and Valanice.

With Cedric the owl, his reluctant guide, Graham will journey through forests, across deserts, over mountains and oceans in search of the evil wizard who holds the Royal Family and the castle of Daventry captive.

Well that's all good and well, but how does the game perform technically?

When players with 256-colour systems install and load King's Quest V, the first thing they will probably notice is the astounding difference in the graphics. These rich, high-resolution backgrounds started life as full-colour paintings by top Sierra artists, and the animation has been enhanced with video capture techniques for added realism. Eight animated cartoon sequences set the stage and enrich the plot.

There's a feast for the ears too, in the new King's Quest V, with magnificent orchestrated soundtrack and dozens of realistic sound effects, which support most major sound cards.

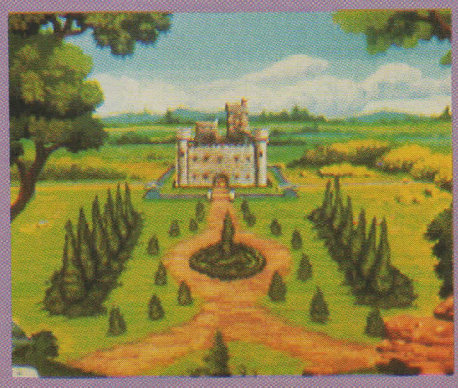
The Compact Disk version, due out before the end of 1990, features not only a longer soundtrack and more sound effects, but also digitised speech in place of the usual dialogue boxes. All in all, this version has more the sound and feel of a feature film than that of a computer game.

One of the most unusual things about King's Quest V is the newly designed intuitive interface. Players will be able to instantly access a bank of icons that will enable them to perform a wide variety of game actions without the use of typed sentences.

"I think the new interface is going to be a big plus," says Roberta. "You can do everything with the mouse, but it has all the control of the previous games, without the frustration of having to figure out the right words to type in when you know what you want to do."

The new game interface also includes 'Intelligence Pathing' which allows characters to find the most efficient route from one place to another onscreen without constant help from the player in order to avoid obstacles on the way. The great news is that King's Quest V is available in numerous versions: a 16-colour (EGA) version, and a 256-colour (VGA) version, and later in a 256-colour (VGA) CD-ROM version with digitised speech, plus added music and sound.

Also now available for King's Quest fans is the newly refined King's Quest I game. Basically this game is an upgraded version of the original.



So why do Sierra devote valuable time to not only creating fabulous new games such as King's Quest V, but also to enhancing older, original game?

The following is an extract from an interview with Josh Mandel, the Producer of the King's Quest I enhanced version:

"You can't keep the new games coming fast enough to suit me!" That's one of the most common bits of constructive criticism we get at Sierra On-Line, and we take it as a sign that we're doing something right. Given the fact that we have a limited amount of time and manpower (and womanpower), more than a few eyebrows shot up when we announced plans to devote some energy to revamping our older games. After all, many of our fans would like to see us put every ounce of our efforts into totally new games, rather than reworking old ones.

And there are those who look at it from another direction: they feel that these earlier games are classics just the way they are. King's Quest I in particular has achieved the gameware equivalent of 'historic landmark' status: it was the very first 3-D Animated Adventure Game, and holds a special place in the annals of the embryonic world of computer gaming.

So when I was given the task of producing the SCI version of King's Quest I, some very real concerns came to mind. Will purists think we're fiddling with the classics? Will fans resent us for spending time on such a project? Can we make the game not just different . . . but better?? After discussion with Roberta Williams and some of the talented members of the AGI/SCI conversion team, I've come away positive that we can satisfy both the devotees who don't want to see classics retouched and those who want to see our time put to best use.

Our abilities as storytellers are constrained by technical limitations. A combination of pictures, sounds and text create our worlds, and the more vivid our pictures are, the truer and more realistic our sounds are, and the more descriptive and captivating our text, the greater our ability to pull you into the storybook world, to suspend your disbelief and involve you in the events of the story. Music plays a most important role as well: it provides atmosphere and can reflect emotions that are better insinuated with sound than baldly described. Hearing the tense, agitated music from Psycho is definitely more effective than seeing a text book reading "You are now terrified".

What our new technology (SCI, our third-generation in-house programming language) allows us to do is to go back and retell the stories we've told before, but to retell them more vividly. In the first version of King's Quest I, simply creating the 3-D pictures and animation and synchronizing them with the text was an astounding enough feat. We created a game that was amazing for its time: what we didn't necessarily do well was to tell a story with style, emotion and depth. Our tools have improved to the point where we can go back and flesh out the entire experience.

But for the purists, the original game is still available in a 256K version . . . at least, for the time being. And make no mistake, the new version does not change the storyline one whit, nor have extra puzzles been shoehorned in simply for puzzle's sake. All the elements that make King's Quest I the charming and popular tale it was are intact; we've merely polished up the look and feel of the game a hundredfold. We've done the same to Roberta William's Mixed-Up Mother Goose, with the same intent. Our eventual aim is to put all our early games through the same process, keeping them looking and sounding as good as technically possible.

Fortunately, because the design and layout of each game is already established, these conversions require much less time and energy than brand new games.

We feel we can keep our older games looking and sounding state-of-the-art without sacrificing any of the resources we use to create brand new titles.

STARBLAZER

ANOTHER STAR IS BORN

From the manufacturer of the legendary **"STARCURSOR"** joystick comes the second addition to the Australian made range of joysticks.

The **"STARBLAZER"** joystick is packed with features in a compact and sturdy design.

The right joystick for our times . . . fast and accurate, for the games enthusiast who wants the best in feel and response.

PACKED WITH FEATURES

- **Full microswitch action.**
- **Microswitch fire buttons** . . . dual on the base and one on the grip.
- **New ergonomic pistol grip** . . . just the right angle for extended play and quick response.
- **Compact design** . . . great for both hand held and desk top operation.
- **Effective non slip suction cups** . . . put it in place and know the joystick will not move.
- **180° swivel handle** . . . for easy comfort game control.
- **Three way switching** . . . lets you decide where you want your firepower.
- **Sega adaptable** . . . easy switch over to Sega.
- GUARANTEED FOR 12 MONTHS . . . **by the manufacturer Multicoin Amusements Pty. Ltd.**

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PREVIEWS

NAVY S.E.A.L.S. (OCEAN)

NAVY S.E.A.L.S. promises to be one of the hottest movies for 1991, starring Charlie Sheen and Michael Beihn. And end users will be ecstatic to know that the computer game version is just as hot!

Ocean will be bringing out this superb title in the first half of 1991 for the C64 Cartridge, Amstrad Cartridge, Atari ST and Amiga formats.

So what's the story line?

A 'crack' squad of five — namely Curran, Hawkins, Ramos, Rexer and Leary (each of whom's character is progressively played throughout the game) make up the S.E.A.L.S. Unit: being the US Navy's combined equivalent of the UK's crack S.A.S. (Special Armed Services (Land) and S.B.S. (Special Boat Squadron (Sea)) . . . and they don't take having one of their helicopters being shot down in the Gulft, or the subsequent kidnap of its pilot and co-pilot by a fanatical arab faction, lightly.

Initially armed with only handguns, they're under 'orders' to enact an heroic rescue. The game commences with their squadron coming ashore at Oman Harbour. Tactically, Curran and his men are required to expend the many terrorist troops, destroy their communication systems, and deplete their weaponry. Although death provided the only escape for the co-pilot from his torture and torment, the Pilot is successfully rescued.

Meantime, however, the S.E.A.L.S. discover that the terrorists are hoarding an abundance of sophisticated 'Stinger' (Air to Surface) Missiles; which in their 'armed' state pose a sinister threat to U.S. civilian life (thus proven by the shooting down of a passenger plane in the interim).

A further mission — to uncover the chief site of the missile-store, and ensure their complete detonation, becomes the next objective, and provides an all-action epilogue to the main game.

Features:

- 7 levels. Multi-directional scrolling.
- Combines platform action and explorative action with strategy solving.
- State of the art graphics and animation.

SPECIAL CRIMINAL INVESTIGATION (CHASE HQ II) (OCEAN)

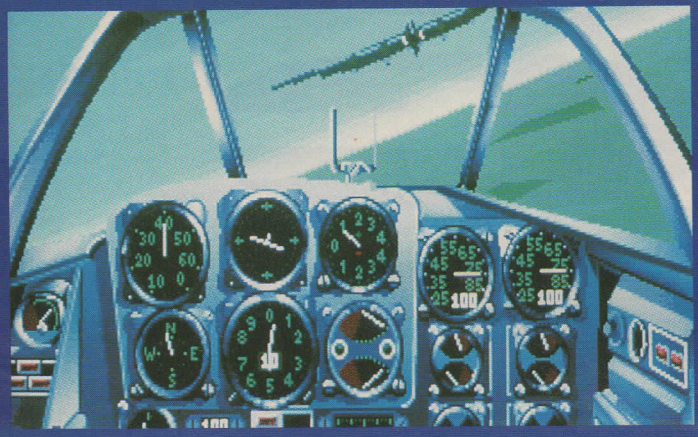
A fantastic follow-up to the widely successful original Chase HQ!!

Commencing in the same manner as Chase HQ with a call from Nancy at HQ prior to enemy recognition, Special Criminal Investigation is a continuing quest to apprehend the motorised villains who are racing down the highway in various get-away vehicles.

The main difference is an improved 'speed' facility, clearer speech, extra weapons, and differing missions (involving hostages and the like!) until the enemy's car bursts into flames and the offenders flee the wreckage into your 'arresting' arms.

Extra features also include a group of motorcycle riders who come to your aid and weather changes which affect your vehicles' performance!

Starting in the bright lights of Paris and ending in the rugged terrain of the Sahara — the road's not big enough for the both of you, but don't forget to collect your bonus weaponry en route!!



SECRET WEAPONS OF THE LUFTWAFFE
(LUCASFILM)

The Secret Weapons of the Luftwaffe is the very latest in its series of WWII air combat simulators. Combining exciting first person action with strategic mission building, Secret Weapons of the Luftwaffe recreates one of the longest, bloodiest, and occasionally most bizarre air offensives in history — the United States 8th Air Force campaign to cripple the industrial might of Nazi Germany from 1943 to 1945!

Players have the opportunity to fly classic American airplanes, then switch sides to pilot high-tech experimental German planes, some of which were years ahead of their time.

Like its award winning predecessors, Battlehawks 1942 and Their Finest Hour: The Battle of Britain, Secret Weapons of the Luftwaffe allows computer aviation fans to play some of the greatest airplanes ever built in some of the most exciting air battles ever fought.

Cockpits, weapons, flight characteristics, and missions are technically and historically realistic. Highly acclaimed features such as the instant replay camera, in-flight maps, pilots' service records, and custom mission builder have been enhanced and refined.

New features include an 'expert mode' which allows experienced pilots to wrestle with hazards such as G-force and rough wind conditions, and also offers an impressive range of special graphic effects, along with high resolution 256-colour VGA cockpit graphics!

Now available for the IBM and compatibles. Amiga and Atari versions to be released in the first quarter of 1991.

ELVIRA
(ACCOLADE)

At long last, the strongly anticipated and highly desirable Elvira is ready to drape herself around the legs of computer entertainment buffs!

Elvira needs you, bad!!!

Help her battle ghoulish warriors in furious, hand-to-hand combat and find six keys to unlock a secret chest!

Use your spell-book to mix potions and ward off evil spirits!!

Horror-movie realism in an enormous castle!!

Would you expect anything less from the one-and-only Mistress of the Dark???

The actual features of the game include:

- Long term entertainment with over 100 hours of intense game play.
- Unmatched realism offering a first person perspective with stunning graphics, sound effects, and a haunting soundtrack.
- Magnificent castle setting with nearly 800 different locations, including mazes, battlements, moats, catacombs, and Elvira's bedroom!!
- Real-time combat with hand-to-hand battles with more than 100 enemies — each harder to kill than the last!
- Dozens of magic spells! Use a comprehensive spellbook to mix potions and ward off evil spirits!
- No writer's cramp! Completely icon driven — point and click interface requires no typing!!
- Hundreds of useful objects: find and use more than 300 weapons, herbs and scrolls!!

PC PC PC

PREVIEW

KNIGHTS OF THE SKY

Microprose

Cinemaware released "Wings", now Microprose have "Knights of the Sky", both highly playable World War I simulations.

Microprose claim that their game not only has superb graphics, but "meat on the bone" — meaning that it has the typical involved Microprose feel.

Knights of the Sky places the player as an American, British or French pilot flying Ace, who is attempting to shoot down as many combat aces as possible including taking on famous pilots like Oswald Boelche, Max Immelman, Manfred Von Richtofen and of course, the Red Baron himself.

Microprose have become drawn into the arcade fever, but have stuck true to an accurate representation of combat flying during WWI.

Instead of navigating by sophisticated electronic/computer equipment like F-19, you will have to rely on your compass and map. In fact you will need to chart location by observing roads, rivers and other landmarks below

KNIGHTS OF THE SKY

Microprose care for detail and have added to the gameplay some interesting features. While battling it out you will actually witness history (providing you live long enough) of the war from beginning (1916) to end (1918). Improved flight technology will have an effect on combat flying so that by 1918 there are more powerful and complex planes available for combat.

Also, quick one-off missions can be taken instead of just battling with the main pilots. You can take on Axis pilots in tricky, hair-raising dog fights. The dog fights can be watched from several viewpoints as in F-19.

The graphics are said to be revolutionary 3D graphics. The most impressive feature has to be the two player link where you can battle a friend via modem or data link cable. This will place a real bonus on the game. The manual is full of historical detail and facts. Its launch on IBM is towards December, but it will definitely be around for the Christmas shopping lists.

U.M.S.II

Rainbird

A few years ago, Rainbird launched a game which no-one considered would become a classic.

U.M.S. (Universal Military Simulator) was the first of its kind and quickly developed a cult following in Australia's homes and schools. It was released as a game but quickly took an educational/strategy bend.

U.M.S.II is said to be the definitive military campaign simulation. Based upon the original UMS this update looks at the battles of the Roman Empire, Napoleonic Wars and WWII. The same team who developed UMS (Ezra Sidran & Intergalactic Development) are developing U.M.S.II.

The original UMS had 60x units per side, U.M.S.II now allows for over 16,000. Up to 32x players (computer or human) can simultaneously control 525 provinces and 32,000x individual units in the fight for world domination.

You will be able to port world and battle data between various machines, thereby giving you complete compatibility.

The game is massive in scope and upon completion, will have taken 12x men years to program. This time U.M.S.II will allow you to run the battles as they happened or step in and change tactics, then re-run the battle. This means that if Napoleon marched 10x units South for an extra day, then the whole battle could change. It places you in a God-like position where you can change history.

U.M.S.II is presented on the screen in a similar way to an ordinance survey map, providing an auto route finding facility eg: if you wished to move your troops across land, the program would find the quickest and easiest route. You have the ability to alter the weather conditions, print your own battle stationery giving you a full report on the status of the troops and conditions. The game comes with a historically accurate text book 240x pages thick.

If you are inclined to battle or are interested in the listed wars, then you should buy this one!! It is the most comprehensive game I have seen to date.

THREE-IN-THREE

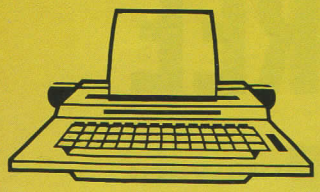
Cinemaware

Cinemaware describes 3 in 3 as an interactive puzzle odyssey. The story goes that one evening Cliff Johnson, an avid computer user, was working upon a spreadsheet late one night and a power surge flung the number 3 into the madcap world of letters.

3-in-3 will challenge you in an interactive treasure hunt of word puzzles, logic dilemmas and brain twisters. It offers many hours of strategy and logic, featuring over 80x mind boggling puzzles with 60x animated scenes. Battle your way through each puzzle to reach a five minute, fully animated finale, once you unlock the sacred temple of Rhyme or Reason.

3-in-3 is definitely unique in its approach and gameplay. It is refreshing to have such a new concept. It is very much like chess and a cross word mixed in with a story and interactive puzzles. It is not a game which will excite young children, but if you're after a mental challenge, it should be worth every cent.

What will be the next release from Cinemaware?? I have heard that it's called "Blood Relations" and is like the "Cluedo" of the graveyard. I can't wait!!



SEGA GAME REVIEWERS WANTED

Fancy yourself as a good judge of games? Own a Sega Master System or Mega Drive?

Ozi Soft have offered a free Sega T-shirt for every game review we print in Megazone from our expert readers. Obviously Ozi Soft, Sega distributors in Australia and New Zealand, recognise the readers of Megazone are good judges, totally unbiased and a very clever lot.

Reviews should be less than 500 words and must cover: game overview, details of levels, graphics, sounds, gameplay. A review need not be good, if you think a game does not rate well say so. Both good and bad reviews will be printed – Ozi Soft accepts and respects the opinion of Megazone readers and will still supply a Sega T-shirt for each review we feel should be published in our mag.

Games reviewed so far:
Sega Master System: Powerstrike, Cyborg Hunter, Galaxy Force, Casino Games, Dynamite Dux, Golden Axe, Psycho Fox and Alex Kidd in Miracle World.
Mega Drive: Space Harrier II, Altered Beast.
PS: Don't forget to also include hints and tips into the article as well. Please also rate each game for each category in the Megazone Scoreboard.

So get those pens out and don't forget to tell us your T-shirt size (Small, Medium or Large) if your review gets printed.
THE ED.

POWER BASE

For Mega Drive freaks who want to tap into the 120 plus Sega Master System game library the Power Base Converter is the answer.

Designed to sit on top of the Mega Drive, it accesses the Z80 chip inside the Mega Drive and enables all Sega Master System software games to be used.

A separate card input slot, also means that the Sega 3D Glasses can be used on the Mega Drive. With the new Sega Master System II not being able to play 3D games, this gives a good upgrade path to Sega Master System owners. A pause button has been incorporated into the converter as the Mega Drive pause button is located on the Mega Drive joystick.

One word of warning, if you sell off your Master System to buy a Mega Drive, make sure you keep a Master System joystick if you are buying the converter as you cannot use the standard Mega Drive joystick when playing Master System games.

POWER ARCADE STICK

The Sega Mega Drive is an unbelievably good game console, with it you need good accessories. Ozi Soft sent us the very latest accessory for the Mega Drive — the Arcade Power Stick.

When I grabbed hold of the box I almost flipped, it weighs a ton. Opening the box revealed the reason why — a solid metal base, designed for rugged use to say the least.

A full size arcade joystick with a 28cm metal base, the Arcade Power Stick has been very well thought out. The three fire buttons each have a variable rapid fire control, with a red light emitting diode (L.E.D.) to indicate which buttons are set on rapid fire and the speed the button is being used at.

We found the ergonomic shape very good to use, managing to get through Altered Beast with relative ease — well, we completed the game by 3a.m. — to us that's fair going. The Arcade Power Stick is designed for right handed firing with left hand joystick control, the same as the arcade machine set up. It is most definitely also designed to rest on a flat surface rather than be hand held.

Megazone rating out of ten: 9

SEGA MASTER SYSTEM GAME REVIEWS

IMPOSSIBLE MISSION

Arguably the most significant home computer software release ever. Impossible Mission oozes class and will become a Sega console classic.

Your mission is to save the world from the evil Elvin Atombender who has tapped into defence computers worldwide. The nuclear arsenal will blow the world up in 12 hours, only secret agent 4125 (it's been a long time since 007 I guess) can save the world.

A massive 32 room underground network connected by lifts, contains the answers to solving evil Atombender's computer high jinks.

Twelve hours to explore 32 rooms sounds easy, but each room is filled with robot defence systems and electrified defence robots. To get into Atombender's secret location you must locate and assemble the secret keyword from microfilm. Unfortunately the microfilm has been cut up and hidden through the bunker system.

Only once all 32 microfilm pieces have been located can you gain access to Elvin's hideout.

The robots in each room follow preset patterns, these need to be learnt in detail before you manage to gain enough time to explore each room.

The graphics in Impossible Mission are amazing as are the animation sequences. With digitised sound effects the entire atmosphere of this game is awesome. We recommend this game to all Sega owners.

MEGAZONE SCOREBOARD
Graphics 9
Colour 9
Action 9
Sound 10
Documentation 8
Mental Anguish 10
Lasting Interest 8
Value for Money 9
Overall out of 100 96%

INDIANA JONES & THE LAST CRUSADE

After the first release from US Gold Impossible Mission, we realised the guys in the US Gold programming division were very good at Sega programming. Playing Indiana Jones and the Last Crusade on our new Sega Master System II confirmed this opinion.

This multi level platform game roughly follows the movie with the whip wielding Indy looking for the Coronado cross in level one. This involves climbing ropes and finding your way through an underground cavern system. As expected, the whole game is filled with Nazis determined to turn Indy Jones into bones. Armed with guns and knives, they can make progress very tough.

Level two is set on a horizontally scrolling train, how the guys at US Gold are able to totally remove screen flicker and introduce such smooth scrolling is quite amazing.

Level three again takes us to a new underground location where the castle Brunwald is found, climb the walls to eventually get through to the airship — again graphics are outstanding.

MEGAZONE SCOREBOARD
Graphics 8
Colour 8
Action 7
Sound 7
Documentation 7
Mental Anguish 9
Lasting Interest 8
Value for Money 8
Overall out of 100 90%

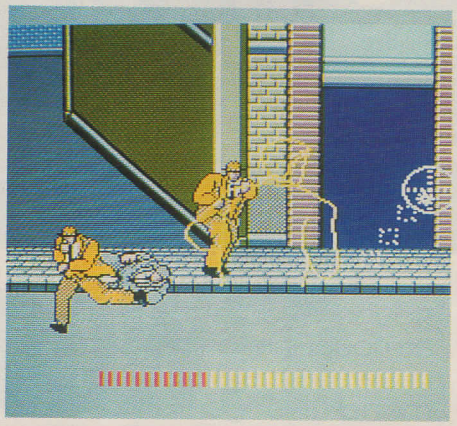
DEAD ANGLE

Set in 1931 in New York, you play the role of George Phoenix — a private criminal investigator extraordinaire. Your mission is to find your kidnapped girlfriend Jane and rescue her — sounds like a movie I've seen recently.

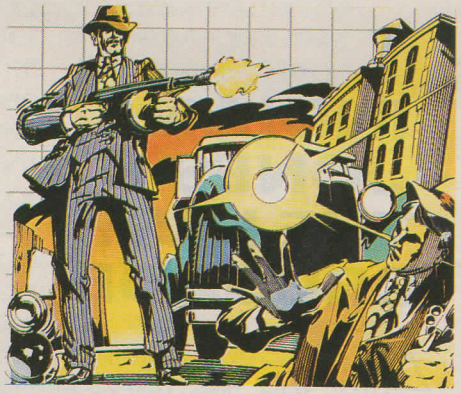
The game unfolds with you facing the action armed with a pistol only, later on you are able to get hold of machine gun with 300 bullets each. A total of six rounds, with a bad boss to overcome at the end of each round. To get to another round you need to wipe out all gangsters in each level and defeat "Da Boss"

Moving too slow will cause you to get shot, fortunately this is not immediately fatal and first aid kits can be found to revitalise those trigger happy fingers. Good old George can sustain three hits before you have to start again, and to make matters worse a time limit has been set for each round. Time bonuses are given for early completion of each round as well as major end of round bonuses added to the 300 points you get for each gangster wiped out.

We found Dead Angle very playable initially, but soon found the lack of major changes in action made the game repetitive. A clever game concept that had reasonable success in the arcades.



MEGAZONE SCOREBOARD
Graphics 7
Colour 5
Action 5
Sound 4
Documentation 7
Mental Anguish 5
Lasting Interest 5
Value for Money 5
Overall out of 100 58%



World Grand Prix Points
1st Place 9 points
2nd Place 6 points
3rd Place 4 points
4th Place 3 points
5th Place 2 points
6th Place 1 point

SUPER MONACO GP

Due for December release, Super Monaco GP is destined for great things. Brilliantly written this game even includes the Adelaide Grand Prix Circuit to race around, in fact all sixteen world grand prix circuits are included.

Watch out Senna as you select the type of car to race. Four different airfolds are available with differing characteristics for traction and weight, a choice of four different type sets will make sure you stay on the circuits.

Super Monaco GP also lets you compete in a full race or on a one on one against the computer or a second player. Automatic transmission is available for cissies, and a choice of 3, 5 or 7 speed engine for the real racing fans out there.

The screen is split into two halves, with you and your opposition showing on the two halves. The feel of competing in a real grand prix has been captured in this outstanding game, the graphics are excellent and the need to understand your equipment make this a brilliant game.

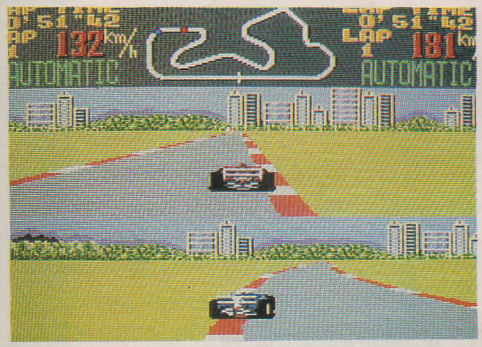
There is a choice of four engines from V8-V12 and engine speeds of 290 km/h to 320 km/h, with speeds like that you should be able to complete the three laps and gain World Grand Prix points.

MEGA DRIVE GAME REVIEWS

If you don't finish in the top ten then the game ends and you are unable to compete in the next Formula 1 Grand Prix.

In BATTLE mode, you only compete against one car, either a second player or the Sega — course selections is done randomly.

Super Monaco Grand Prix is one of the best games to come out on Sega, great action, superb graphics and extensive attention to detail make this a winner.



MEGAZONE SCOREBOARD
Graphics 9
Colour 8
Action 9
Sound 6
Documentation 7
Mental Anguish 10
Lasting Interest 8
Value for Money 9
Overall out of 100 94%

GHOULS 'N' GHOSTS

When it comes to showing the real power of the Mega Drive you need only turn to Ghouls 'n' Ghosts, a massive five Mega game cartridge. I may be biased towards the Mega Drive ever since I first got hold of one earlier this year, as the quality of graphics (and my stereo headphones) just blow my mind every time a new game like Ghouls 'n' Ghosts comes up.

You're Sir Arthur, a medieval knight who has to rescue your lady from the clutches of the Prince of Darkness. Everything from snorting pigmen, scythe wielding skeletons, vultures through to haunted guillotines stand in your way. Even if you make mince meat of your foes a whole host of natural disasters await your appearance, acid rain, tornadoes and hurricanes.

A five level high resolution extravaganza awaits you, button A or C controls jumping and is also used for option selection, button B fires weapons/shots. To avoid flying nasties, you kneel down (what else would you expect a knight to do?) by pressing downwards on the joystick. You can fire up, down or sideways by pressing the fire button and joystick direction at the same time.

To give some indication of the power in these cartridges there are 26 musical options available as well as 56 different sound effects you can try out whilst in the option menu. Ghouls 'n' Ghosts have one or two player options also.

When the game starts Arthur is wearing a suit of armour, but if he sustains an injury his suit breaks up and he is left to face the world in underwear alone! All five stages must be completed to win the game, a continue feature lets you continue on from where you died.

In stage one you have 150 seconds to get through, then all further levels give you three minutes.

Level One:

The Execution Place — spirits of death and vultures are everywhere.

The Floating Island on the Lake — you'll be assaulted by winds and rain, beyond the hill is the first gateway.

Level Two:

The Village of Decay — beyond the windmill is an abyss from which you can never return.

The Town of Fire — the ground trembles and shakes and the town is enveloped in raging fires.

Level Three:

Baron Rankles Tower — the ceilings attack and monstrous beings emit poisonous substances.

Horrible Faced Mountain — a mountain with a gaping face, you must journey across his tongue.

Level Four:

The Crystal Forest — inside the huge cave that goes straight to the Demon's castle is a gigantic crystal forest, DON'T touch the crystals!!

Level Five:

Castle of Evil Demons — the Prince of Darkness awaits you, will you win through to rescue your princess?

The enemy line up is massive, special effects stunning and game play demanding. Ghouls 'n' Ghosts on the Mega Drive is so close to the arcade quality that any other version on home computer or console look third rate in comparison.

Megazone Scoreboard
Graphics 9
Colour 9
Action 10
Sound 8
Documentation 7
Mental Anguish 8
Lasting Interest 8
Value for Money 9
Overall out of 100 93%

ALEX KIDD IN THE ENCHANTED CASTLE

Alex Kidd has become one of the most popular game titles on the Sega Master System, with four games now featuring the heroic adventures of Alex Kidd.

Enchanted Castle is Alex's first appearance on the Mega Drive and a very interesting first appearance at that.

Alex has developed his own character and reminds us of that other major Hero — Wonderboy.

Don't be fooled by the cartoon style graphics, Alex Kidd in the Enchanted Castle is a real challenge on your joystick dexterity, with a great deal of gameplay in all levels.

Alex's father is missing, kidnapped by the evil Ashra, the ruler of Paperock. The bad news for Alex is that Paperock is filled with nasties who's intentions are not too honourable.

As Alex you must battle your way to the Sky Castle through eleven danger filled rounds. Along the way, use your powerful jumps and kicks to protect yourself and also uncover hidden treasures and power-ups. Located in treasure chests are gold tokens and 1 ups — be warned! Some chests contain booby traps.

In Rookie town watch out for planes dive-bombing and for maniacal car drivers trying to give you that run down sort of feeling. Once through that rather strange town you end up in the prairies, weird and wonderful hedgehogs roll themselves up into a ball and attempt suicide against your body — as well as some pretty vicious prairie dogs.

The splashy seas have hidden items on the surface rocks — can you hold your breath long enough to get through?

Fancy a change — then the scorpion desert and giant pyramids should set you a strong challenge. If you can make it through to the Hi-Lo forest and get through the trees, Tropics Town awaits you — the sister town of Rookieland.

The toughest part of your journey has only begun as you trek through the dangerous Rocky Mountain area, reaching your final goal, the Sky Castle.

In your journey you will have been faced with Crazy Condors, pufferfish, spinning turtles, starfish and a very mean red octopus. Dispersed amongst many other creatures are a series of games of Janken (the scissors, paper and stone game). In this game you can win several very useful, and sometimes essential prizes, including the flying pedicopter, the high jumping pogo stick and the cape of invincibility.

The game is by far the biggest and best Alex Kidd game, with outstanding high resolution graphics and stereo sounds. You can select your own level of difficulty and also continue when you've collected enough gold.

If you make it to the end you'll match wits with Ashar himself, who's motto is "six hands are better than two" — you have been warned!

Megazone Scoreboard
Graphics 8
Colour 9
Action 8
Sound 6
Mental Anguish 6
Lasting Interest 7
Value for Money 8
Overall out of 100 85%

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ATARI LYNX

THE LATEST GAMES

Howdy losers and in particular Lynx-head losers, my name's Clint 'take no prisoners' Canon ex mercenary and Green Beret. Welcome to my rivetting new reviews of games currently available for the Atari Lynx. I bet you're saying to yourself 'this guy sounds like a total jerk, how can we trust him to give us the good oil'.

Well, if you did say that, don't ever repeat it to my face 'cos I'll shoot you, simple as that. Basically you're gonna have to take the word of an old soldier, because you have no other options.

After the number of battles I've been in it's little wonder that I prefer games involving firearms, in fact I now find that I'd rather play my Lynx than do the real thing. At least when I get shot on the Lynx I don't have to spend a week in hospital. No matter how much I twisted the Editor's arm, which was hard enough to break, he still insisted that I review games that don't involve killing. It really turns my stomach to have to sit down and play pin head games, but don't worry, I'll try to be objective.

By the way, sorry about the arm ed.

blue LIGHTNING

This game span me out totally, the first time I played it. Perfect conditions for playing this are total isolation with no direct sunlight, in other words on the floor of your closet behind the shoe rack with the door firmly closed. Plug in the walkman head phones, crank up the volume and it's time to live out your deepest, darkest TOP GUN fantasy.

The graphics put you right in the pilot's seat where you fly a series of nine harrowing missions over enemy territory. Basically you shoot anything that moves and you can't go too far wrong. Try to avoid getting shot yourself even though you have got five lives.

As you progress from one mission to the next they rapidly increase in difficulty testing even the best of you. Your machine is heavily armed with missiles and cannons not to mention afterburner capabilities and the ability to barrel roll. The terrain and enemy equipment vary with each mission so that one second you're bombing convoys travelling through snow covered mountains then the next you're setting your sights on battleships and subs in the bay.

Believe me when I say that this is the next best thing to being there, I know 'cos I've done it. Make this your next purchase, that's an order, dog faces.

CALIFORNIA games

If you're looking for some R&R try this little beauty. It reminds me of my childhood back in L.A. that was before I learnt the joy of guns. Provided you acquired your Lynx by honest means you would have got a free one of these in the box. Needless to say it's one of the best games available and if through some strange circumstance you haven't got it, get one quick. I don't mean to boast but in surfing I would be one of the few people in Australia to string together four quintuple (5 SPINS) 360's together.

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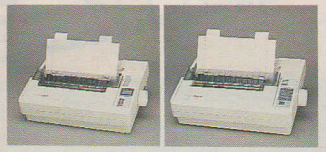

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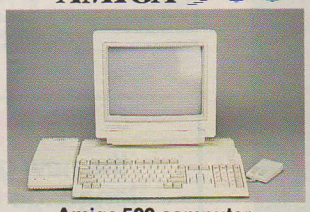

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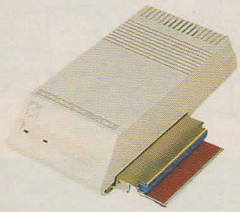

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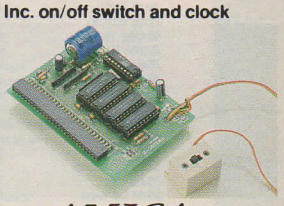

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He's Coming Soon And They're Out To Get Him

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ATOMIC ROBO-KID

The weapons that you get for collecting the selection of gems make your life a hell of a lot easier. But they don`t always give you weapons, and in some places a handy shield comes in very useful.

Atomic Robo-Kids are almost the same as humans. They to have to go to school, and have mummy robots that get them to do the hoovering and other such lovely tasks. But the Robo-Kid in question here has just graduated from the Universal University of Space Combat, and is now just itching for a good old scrap with some power-mad tyrant with a small army at his disposal. Of course the mission has to be almost impossible and most likely to end up destroying him. Fortunately, a vacancy has just appeared at the impossible mission centre and no sooner has our Robo-Kid applied for the position than he is being whisked off to the edge of the tyrant`s fortress to do battle to the death.

You control Atomic Robo-Kid as he enters the fortress and prepares to do battle with the countless machines that will float around and try to kill you in various ways. At first the Robo-Kid can only walk around, and jump if necessary, but very close to you at the start are several fly gems, that when collected will give you the ability to take off and fly in a similar way to the other monsters.

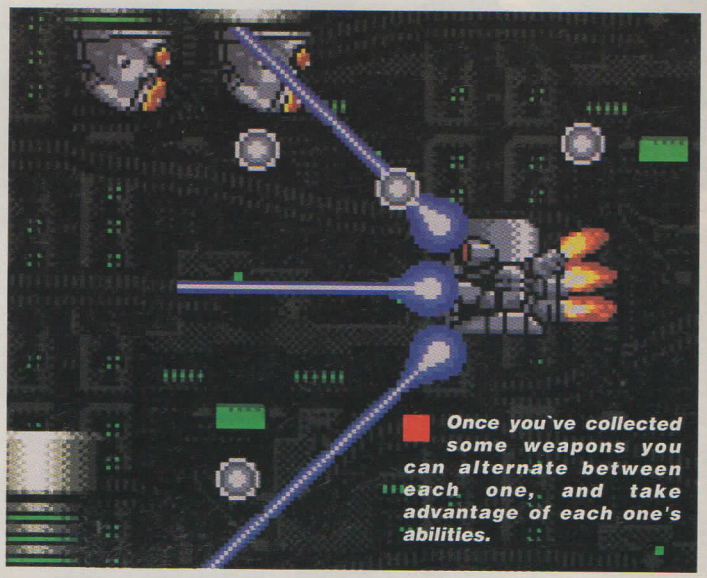
Other gems are also available by shooting a selection of metal birds that appear every now and then and just simply hover around the screen without posing any threat. These gems will give Robo-Kid a new weapon when collected.

There are four different weapons in all, each being helpful in a different way. These weapons have an unlimited supply of ammo and will stay with Robo-Kid until he dies, and then the weapon that he was using last will disappear and will have to be collected again.

Collecting gems is not the only way to get extra weapons. At some points in the game you will meet a small dragon (that cries if you shoot him) who seems to be just wandering around. This little guy has a whole shop of weapons at his disposal and you can buy any you want. Unfortunately, the price is pretty high, and for every weapon that you purchase one of your lives will be forfeited.

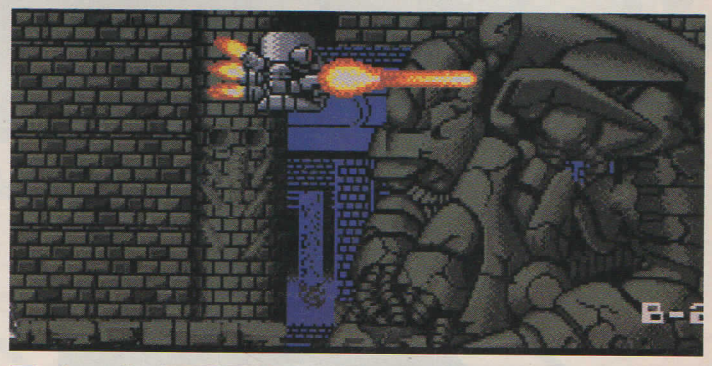
There are also a few other gems that boost up your Robo-skills. One of these will increase your speed, and another will supply you with a shield that will last for thirty seconds, starting from the next hit you sustain.

There are twenty-eight levels to fight your way through (although, Robo-Kid can take short cuts and cut the amount down to twenty-four levels) with a huge nasty and a special one-on-one duel every three levels, but did you learn enough at the university to survive the ordeal. If not, you're in for a tough time.

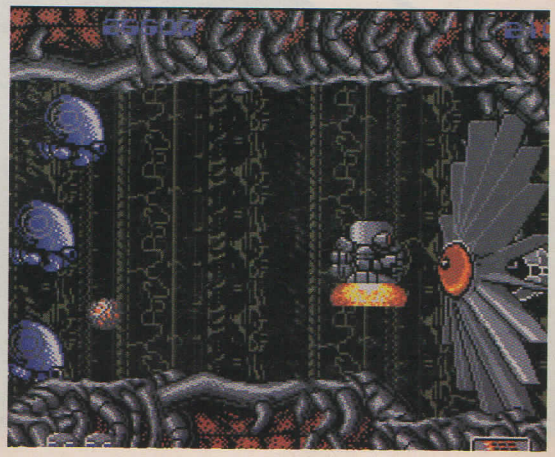


Once you`ve collected some weapons you can alternate between each one, and take advantage of each one's abilities.

Large stone and statues will get in your way in various places but they`re nothing that a huge gun can`t blow to bits



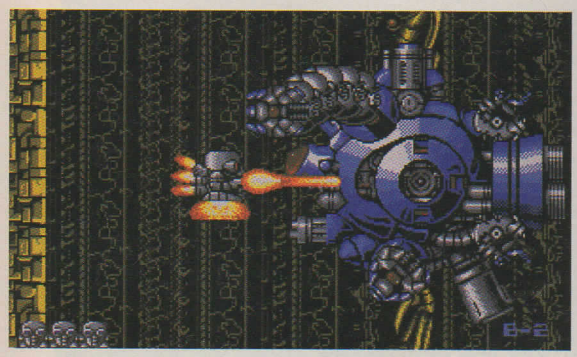
A small monster with a huge fan attached to his head creeps toward you in a rather menacing fashion. But he isn`t as dangerous as he looks and you can simply fly straight by him.

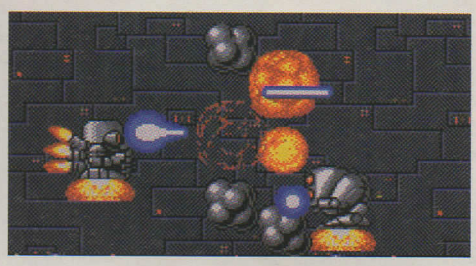


ALEX

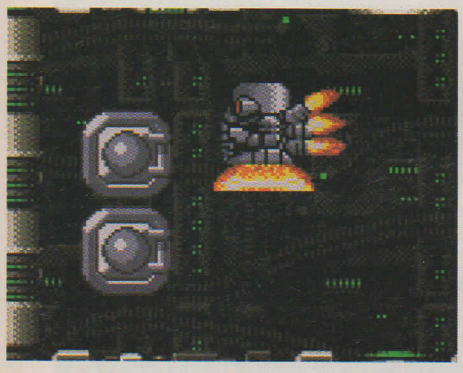
I still think that R-Type is one of Activision's greatest releases, and a brilliant arcade conversion, too. Now the release of Atomic Robokid threatens to knock R-Type of its pillar as I found it even more infuriating and addictive than the aforementioned. Basically, The graphics look very similar to R-Type but I think it has pipped it to the post on the playability stakes. Sound is also fairly good and adds to the overall appeal of the game. Atomic Robokid is blast 'em-up action at its best, and is a definite must for those who love fast and furious action. You would be a fool to miss it so I would suggest that you drop whatever you're doing and go and buy it.

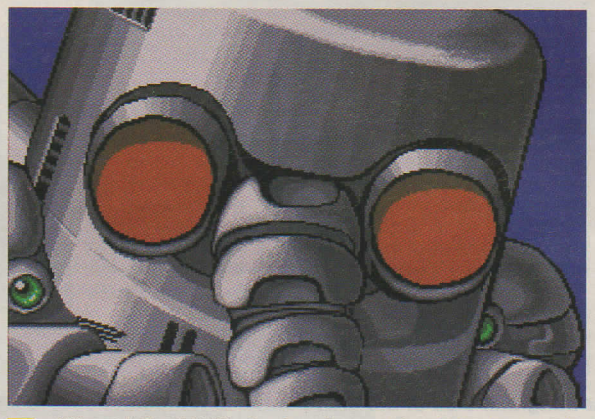
(Below & below right) After every three levels you come up against a huge monster trapped in a single small room. Using your mega weapons you must shoot away various parts of his anatomy (ooer!) and then blast him at his major organ (fnar!) before you can escape. But the action's not over yet. You'll then be warped into an even smaller room with another robot about your size, for a one-on-one duel to the death.





At the end of each level you will come across a hatch that leads to the next level. However, they're usually protected by a medium sized nasty who is rather hard to get rid of.





(Above) Gosh! What a handsome dood the Robo-Kid is. But good looking as he is, he's not someone to be messed with.

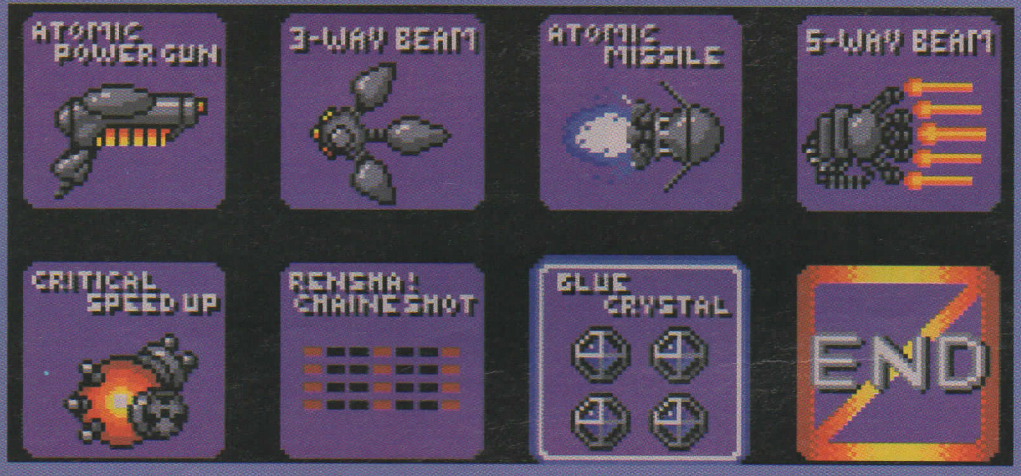
ROBO-KID'S PICK-ME-UPS

ATOMIC POWER GUN – Watch those alien scum dance

3-WAY BEAM – Kid fires a three way blue beam laser

ATOMIC MISSILE – This can be fired in eight directions

5-WAY BEAM – Fires five beams with limited range



CRITICAL SPEED-UP – Increases flight speed

RENSHA: CHAIN SHOT – Kid has auto fire for 30 seconds

BLUE CRYSTALS – These are the key to extra weapons

END – Exits you from the weapon selection screen

As you appear on the next level you notice a little dragon walking around minding his own business. However, when you touch this cute little guy you become aware of how useful he really is. Any of the things that you get from the gems can be got from the dragon, but each item will cost you a whole life. Is it really worth it?

STEVE

With Christmas just around the corner, the punters are going to be expecting the best for their Amigas. Activision have taken this to heart and, in the process, have released one hell of a game – Atomic Robo-Kid. The graphics are similar to R-Type but this is not to say that Robo-Kid is a copy, in fact, it is better than R-Type in most ways. The difficulty has been set at just the right level and I can see it being some time before anyone eventually beats it. Excellent stuff. Well done, Activision.

DOUG

Activision have brought out some pretty dire games at Christmas over the last couple of years, and I wasn't quite sure what to expect from Atomic Robo-Kid. However, to my surprise and great delight the game is brilliant. The action is fast and furious, and there's a good supply of levels all set at just about the right difficulty to stop you from beating it too easily. Whatever you plan to buy make sure Atomic Robo-Kid is on the top of the list, I guarantee that you won't regret it.

ZONE RATING

OVERALL 83

GRAPHICS 78
The graphics aren't brilliant, but they move pretty well and the sprite detection is very good. The backdrops are good as well with a lot of variety.

SOUND 80
A smashing piece of music to listen to, as well as some wicked sound effects during the game. You couldn't ask for more.

BADLANDS PETE

ZONE RATING

OVERALL 67

GRAPHICS 68 This represents the wild west in an almost cartoon-like manner. Unfortunately the game area takes up too small a percentage of the screen.

SOUND 64 The occasional banjo solo accompanies the opening sequence, along with the sound of six-shooters being fired and people kicking the bucket!

STEVE

Arc boast a new concept with their Strip-A-Motion, and although this is true, it does not save the game from being just another one of those `walk and shoot` games. This may prove interesting at first but the novelty soon wears off and you start to wonder exactly what it is you're supposed to be doing. Badlands Pete lends itself to mapping very well and there is some initial fun to be had, but it did not hold my attention.

You're Pete, a mean gunslinger who roams the desolate wasteland searching for new ways to gain money, and lots of it.

At present, Pete has been landed a job where he could get gold as long as he completed the task set for him. Apparently, the Governor's beloved daughters kidnapped and had been hidden in the hostile town of Badlands. He was told that a ransom had to be paid if they were ever to be seen again, but the Governor had different ideas – that's why he came to the meanest dude in the hole of the States, and that is you!

Pete is armed with two .45s, which he can draw, fire and re-holster quicker than you can blink! Pressing the button will make him take to his guns, and further joystick movement will allow him to aim. Subsequent taps of the button will unleash a bullet that should hopefully strike the target.

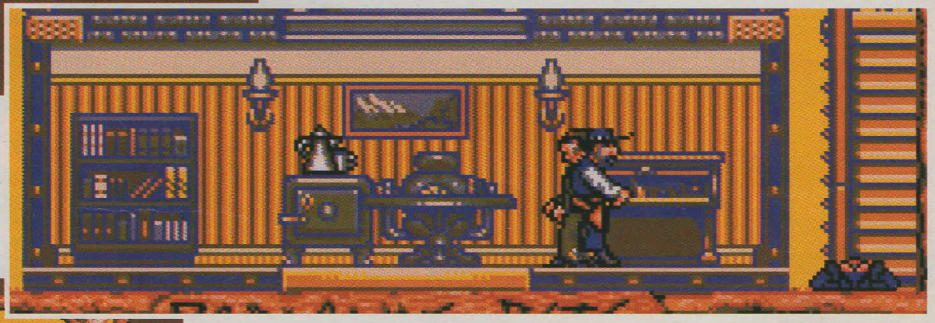
Badlands Pete takes place on the Strip-A-Mation, which help add the the depth and realism of the game, as it allows Pete to walk into and interact with the backgrounds as well as entering any houses or the like as he passes them. However, as you can imagine, people aren't that pleased about seeing a complete stranger walking around their house, brandishing a pair of six-shooters, needless to say you are always met with a great deal of hostility.

ALEX

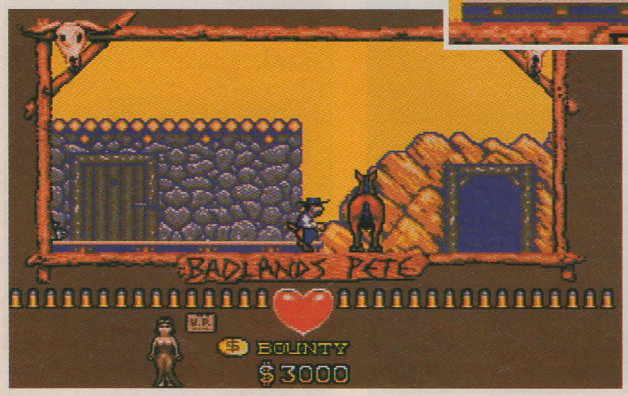
Although Badlands Pete may be unique with its Strip-A-Motion, I found the job of being a lawman in the wild west somewhat tiresome. You'll love walking around the Badlands territories, shooting anything that presents a problem, but this initial thrill will wear off. The Strip-A-Motion works well, and I commend Arc for that. If you can keep at this game, you may be the next gunslinger of the west!

Badlands Pete is the meanest thing this side of the globe, so it wouldn't be right if he didn't carry he trusty old six-shooters with him, and he's prepared to use them on anything, too.

Pete will eventually run out of bullets, and must search the hostile town for more. Alternatively, he can search any of the recently deceased (probably the doing of Pete himself!) and hopefully find something useful.



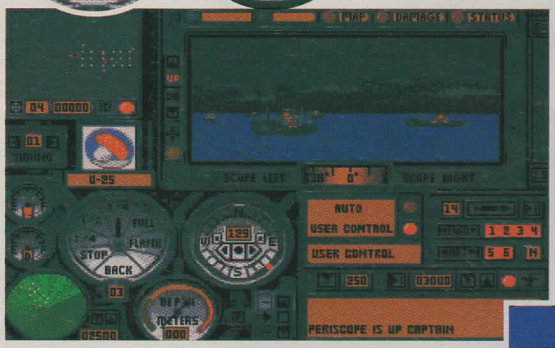
To help add depth to the game and allow freedom and inter-activity with the background, the Strip-A-Motion has been included, and works well when trying to send Pete around the back of houses, ready for a little leaded action.

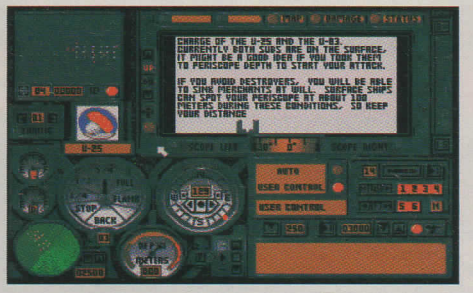


(Left) John Wayne never had problems with his horse, but it seems Pete doesn't quite have a way with his trusty steed. Every time he approaches one of these four legged friends, it will kick out and drastically reduce Pete's energy.

Each mission sees you retrieving one of the Governor's daughters. You'll have to search high and wide before they are found, then leave on the noon train.

At last you have climbed into the submarine and eagerly await your orders. Last time you had to chase a rather frisky merchant ship around the North pole and back, but this time you hope for a face to face fight - just the way you like them!

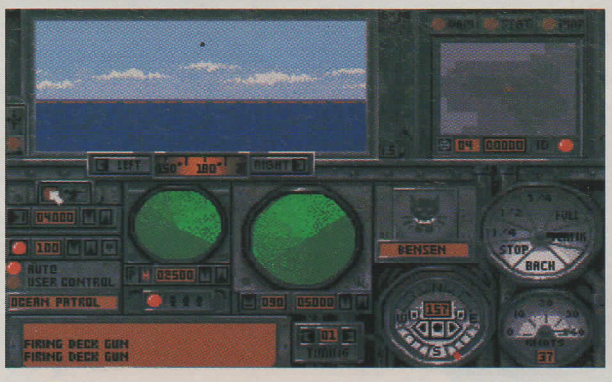




(Above) Underwater travel is a slow process, but if executed properly, the rewards can gratifying. Little does the ship to your bow know that in five seconds and one torpedo later it's going to be sinking!

(Above) There are a number of areas all around the world where you can choose to start your mission, and you also have the ability to close in on any area you choose to. This means you can scan the areas of the coast where the enemy could be lurking...

(Above) There are a whole host of options that help to add variation to Wolfpack's gameplay, such as the ability to interchange the various sea-faring vessels, as well as editing your own missions.



(Left) One minute you're under the water, the next you're floating on top! However, do not present a sitting duck, as you have an array of weaponry that can certainly pack a powerful punch! Seek out your target, enable your missiles and fire away.

WOLFPACK

Amiga owners have been drowned in the constant supply of flight simulators that keep appearing from the various software houses, each new game trying to be better and more realistic than the last. However, the variation of Submarine simulation on the market is not as high, with Silent Service, 688 attack sub and Red Storm Rising taking up the majority of U-boat sims. There are, on the the other hand, no simulators that promise you the option to dive underwater in a sub, or alternatively ride on the crest of a wave on a destroyer! Wolfpack is set in the era around the second World War, and features a number of different submarines of sub-hunters that you can pilot. With over ten missions that can be changed (i.e. making a night mission occur during the day, change the opposition) in most ways. The mouse is the main option for control, using keys to operate various other features. However, the joystick can also be used if you so wish. When at the helm of a sub, you must obviously use its capabilities of underwater travel to the full, and when to attack or stay silent if necessary. The destroyers rely more on speed and firepower rather than stealth (for the obvious reason that no one can miss a two hundred ton ship bobbing up and down in the water!). If you are a little unwary of the various tactics, the manual included should inform you of anything that you may question, such as the different uses of each weapon. On top of that, there's even the option to do battle against a friend, one in the sub and one on the surface.

ZONE

OVERALL 77

GRAPHICS 74

The control panels of the destroyer and submarine are very similar, both well laid out, therefore each feature can be easily operated after the first few goes.

SOUND 63

There's not a lot that can be reproduced to add realism, apart from the hum of your diesel engine and the odd explosion here and there.

RATING

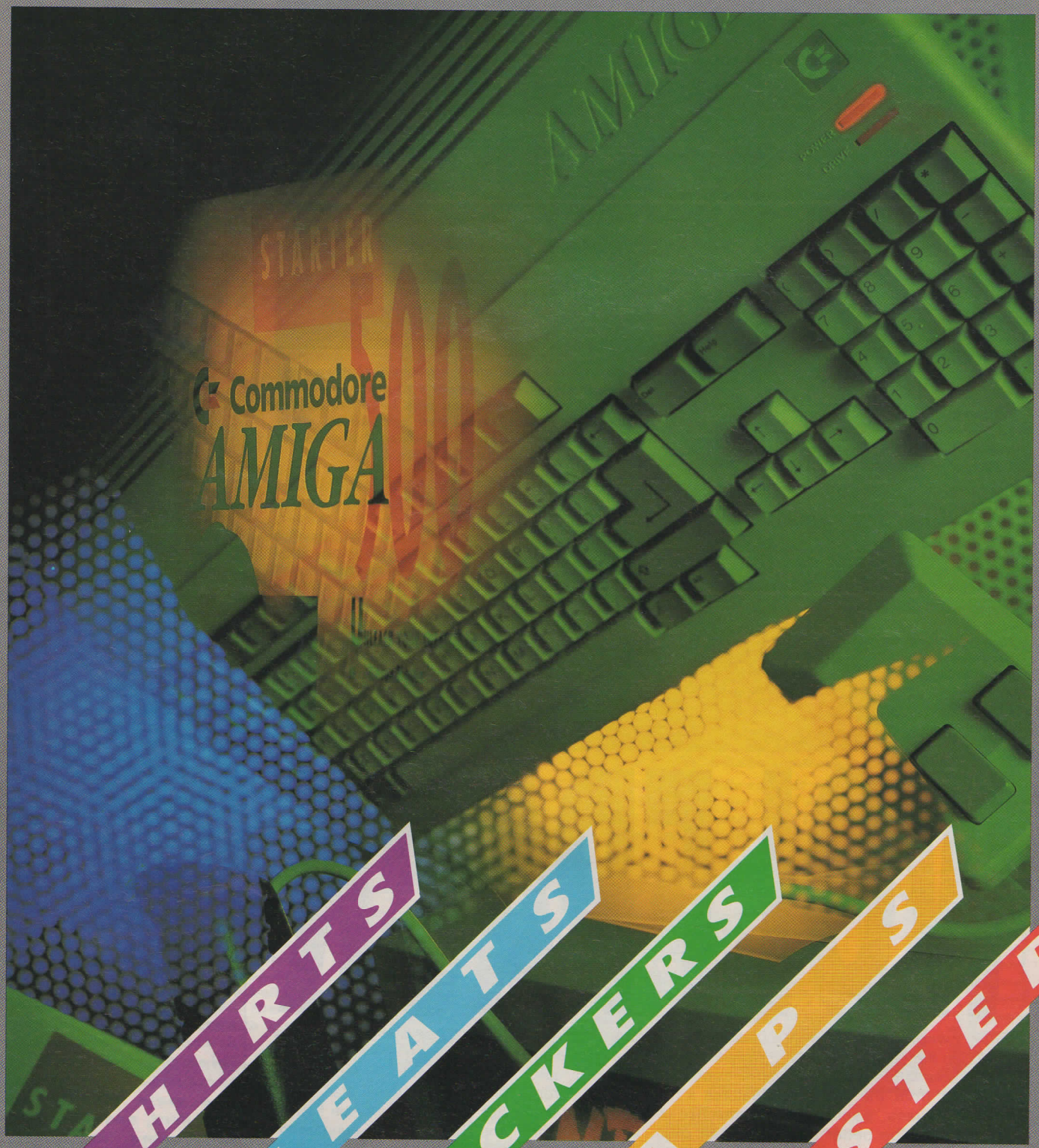
ALEX

Being a simulator buff, I was pleased to see that Wolfpack was an enjoyable submarine sim, and there's not many of them on the market. After the first few goes the control method should become second nature, as it is both clearly and neatly laid out. The graphics are fairly simplistic and maybe a little too repetitive, the game still remains to be playable, and in my opinion that is the most important feature.

STEVE

I must confess that I am an avid simulator fan and I can see nothing to complain about in Wolfpack. There have been few submarine sims in the past and out of those few I honestly think that Wolfpack is the best I have seen. The main display is excellent, and although the game is fairly difficult to get into at first, it soon opens up to one hell of a game. I found that there was a little too much repetition in the graphics but this does not detract at all. One I would definitely recommend.

AMIGA GEAR



T SHIRTS

SWEATS

STICKERS

CAPS

POSTER

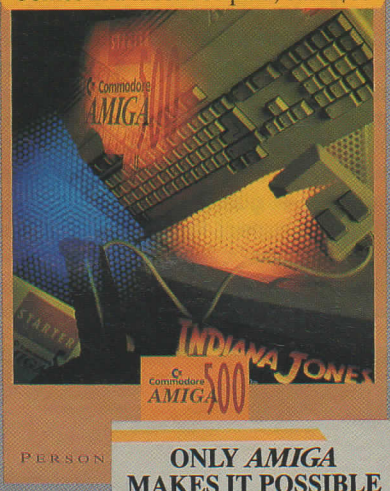
AMIGA GEAR

PRIVATE COLLECTION

SWEAT: 100% Cotton with fleecy brushed inside. White with Amiga name on front, full colour print on the back. Washable. M/L/XL. Postpaid, each **$30.**

CAPS: U.S. Style peaked cap. In washable yellow cotton with Amiga insignia front . Adjusts to fit all head sizes. Postpaid, each **$12.50.**

POSTER: Classic Amiga poster printed full colour on heavy art paper. Ideal for wall or ceiling mounting. 762mm x 506mm. Comes in a tube. Postpaid, each **$5.**



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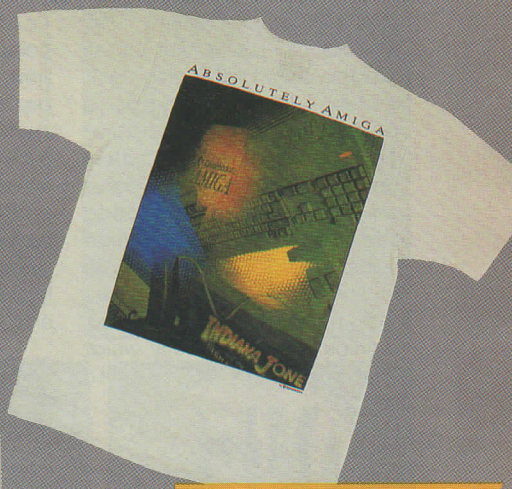

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As well, you'll be helping some less fortunate kids, because 10% goes to the Autistic Association.
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U.N. SQUADRON

With the run-up to Christmas well and truly under way, U.S. Gold`s latest licence is a conversion of the popular Capcom coin-op, UN Squadron. Tiertex in the past have converted Dynasty Wars and Strider from their respective Capcom boards (using a digitising system which allows them to recreate a game`s graphics almost perfectly whilst reducing them to sixteen colours, and leaves them more time to concentrate on perfecting the gameplay).

UN Squadron is a ten-stage horizontally-scrolling shoot`em-up with the usual extra weapons and end-of-level guardians we have come to expect from the genre. The game`s typically japanese scenario tells of an elite band of multi-national flying aces who have been teamed together to create one of the most dynamic forces ever known to protect world peace – the UN Squadron of the title. Of late, things have been quiet, with little for the brave unit to rectify, but the rapidly worsening situation in the Middle East has reach a critical state, and a public outcry has called for an end to the seemingly-endless war.

However, the situation hasn`t been helped by a corrupt band of arms dealers who are selling the latest high-tech arms to each side and reaping the rewards whilst millions of innocent citizens are killed. If these evil warmongers can be found and their trading places and bases destroyed then there may be a chance for peace, but as their bases are located across ten key points through the warring countries the task isn`t going to be an easy one.

From the elite squadron, only three people have been lined up as the pilots capable of diffusing the potentially deadly situation, and it is up to you to select one of the three heroes

ZONE RATING

OVERALL 76

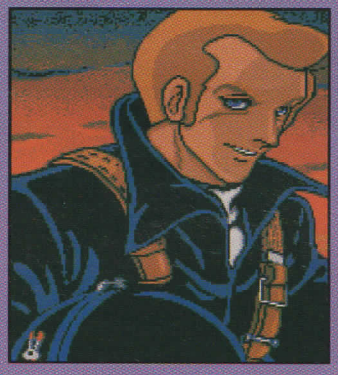
GRAPHICS 79
Close to those of the coin-op. Things tend to get cluttered, some of the enemy get lost against the backdrops, and can cost you valuable lives.

SOUND 76
There are a few ditties, and the actual in-game effects are particularly effective with some powerful explosions as your missiles hit home.

MICHELLE

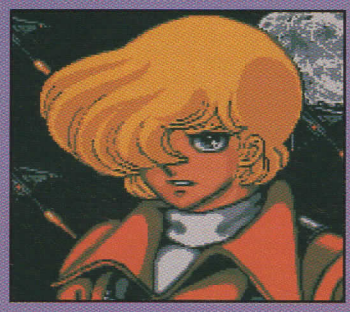
Tiertex have neatly incorporated everything from the coin-op, but whilst this ensures that the game you buy is the one you`ve played in the arcades, I can`t help but feel that UN Squadron is an unimpressive shoot`em-up with very little new in it. It has all the usual shops and extra weapons, along with some smart end-of-level guardians. A near perfect conversion of a dull coin-op.

PICK OF THE PILOTS



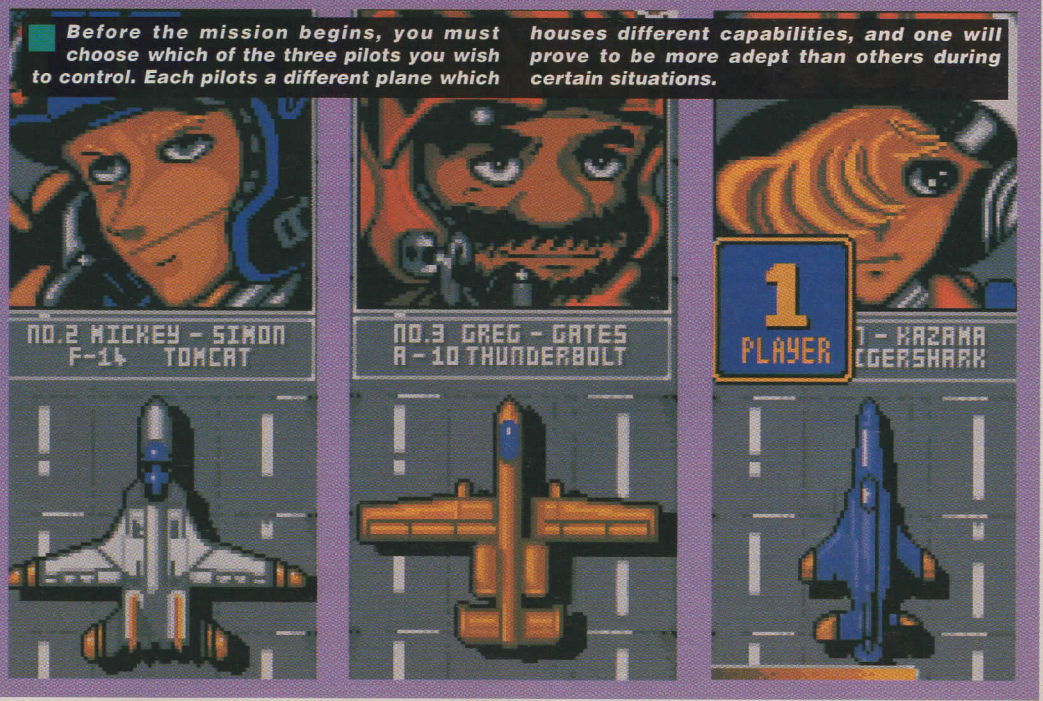
Name: Mickey: Simon
Nationality: USA
Plane: F-14
Armaments: 20mm Vulcan Cannon
Background: Used to be an American Navy pilot, and can manoeuvre an F-14 Tomcat with unmatched skill.

Name: Greg Gates
Nationality: Danish
Plane: A-10
Armaments: Gatting Gun.
Background: Used to be employed rescueing hostages in top-secret missions.



Name: Shin Kazama
Nationality: Japanese
Plane: F-20
Armaments: 20mm Vulcan Cannon
Background: Despite his feminine appearance, Shin has notched up the highest hit rate since taking his Tiger Shark on a number of bombing runs and aerial attacks.

Before the mission begins, you must choose which of the three pilots you wish to control. Each pilots a different plane which houses different capabilities, and one will prove to be more adept than others during certain situations.



and guide him through the ten flak-filled levels – in addition, thanks to the advent of a two-player option, a friend can assume the role of another of the trio and share your three credits by assisting you.

The gameplay takes the basic theme of countless shoot`em-ups – Silkworm and the age-old Salamander, for instance – and features all the plot devices and enemy weapons we have come to expect. As you progress through the ten levels, you will be repeatedly attacked by all manner of enemy patrols – both air and ground-based – and these must be wiped out and their flak avoided if you are to make it to the next stage.

You begin the game armed with extremely limited weaponry and a plane that can survive a set number of hits before exploding, but further supplies can be bought from the squadron`s weapons store or picked up after you have annihilated certain attack waves and collected the icon they leave behind.

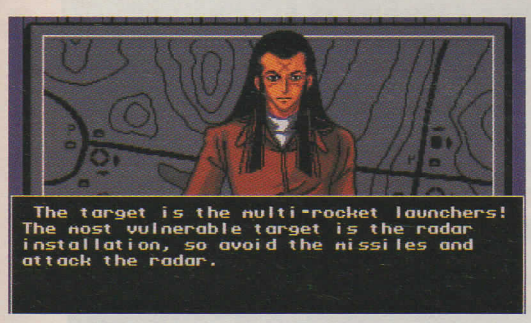
STEVE

There are so many decent shoot`em-ups on the Amiga, that any new entries have to be really special to succeed. UN Squadron is a conversion of a relatively unknown but playable little game, and Tiertex have come up trumps with a nigh-on perfect conversion. However, the original game wasn`t exactly ground-breaking, and this is reflected in UN Squadron`s fun but ultimately short-lived gameplay. In addition, there are also a couple of annoying niggles, such as the enemy planes disappearing into the colourful backdrops making them almost impossible to see. But this aside, the shoot`em-up action is still playable, just don`t expect to be playing it in two month`s time.

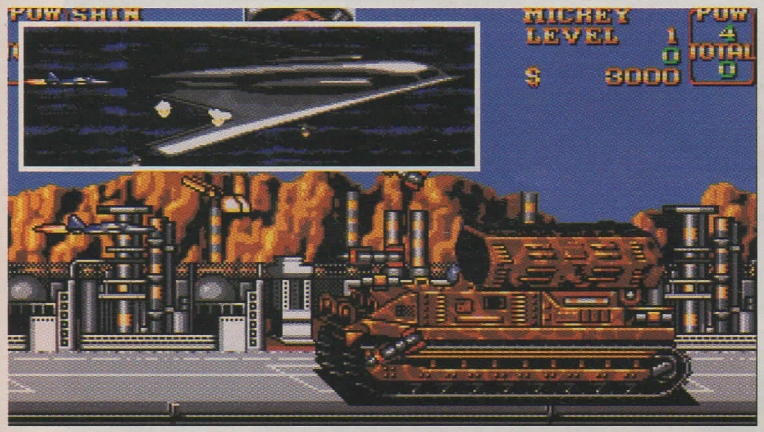
DOUG

A good conversion from the arcade, but the arcade version wasn`t that much cop. The graphics and sound are of good quality, but the gameplay is a little lacking. The different enemies are all basically the same and don`t keep your interest for very long. At some points during the game the screen becomes very cluttered, and if you`re playing with a friend it`s chaos. UN Squadron isn`t that bad, but it`s not great.

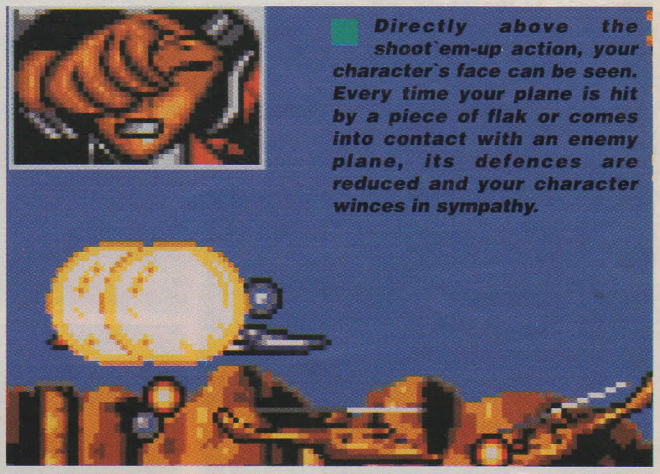
(Below) Each mission is explained to you just before you embark. Amongst other things he will detail difficult landscape and features, and give hints as to what weapons will prove effective against the end-of-level bases and planes.


The target is the multi-rocket launchers! The most vulnerable target is the radar installation, so avoid the missiles and attack the radar.

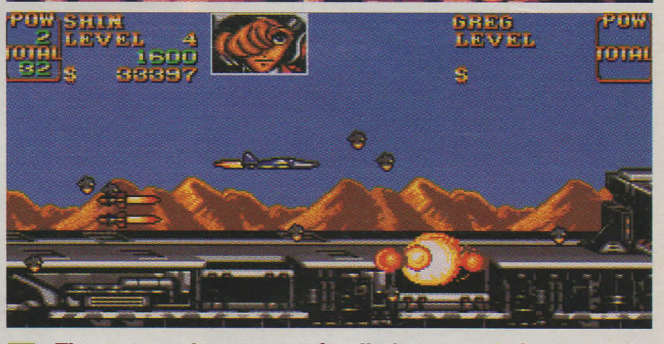
(Above) Equipping yourself for the forthcoming battles is essential, and with the money you earn from destroying the many enemy planes, more powerful devices – such as flame-throwers and `Big Boy` bombs – can be added to your armaments. But you can only hold so many, so don`t waste them.



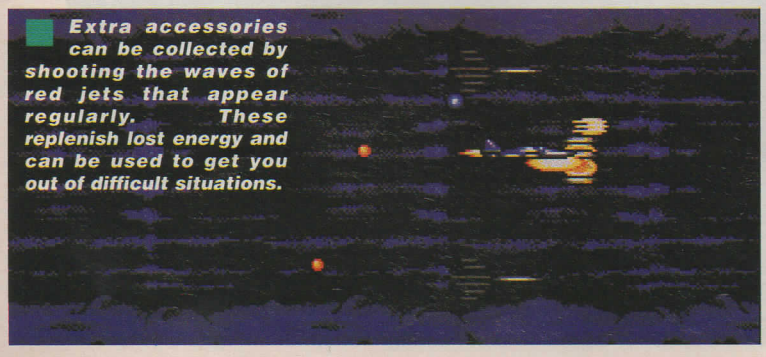
(Above) What would a shoot`em-up be without end-of-level mega-machines? And UN Squadron`s massive bases and vehicles are more than a match for those in any other shoot`em-up. The guardians draw inspiration from a number of different games, and range from missile spewing tanks and planes to massive bases which must be flown over several times before they eventually explode (a bit like the massive destroyer in Midnight Resistance). Constant firing and quick weaving, though, is all you need to see you safely through.



Directly above the shoot`em-up action, your character`s face can be seen. Every time your plane is hit by a piece of flak or comes into contact with an enemy plane, its defences are reduced and your character winces in sympathy.



The enemy planes come in all shapes and sizes, and the attack waves are some of the most imaginative seen in a shoot`em-up of late. As you pass over carriers, the decks open and release planes and missiles, all of which mill around and hound you until they are destroyed. In addition, some levels throw huge planes and tanks at you – and this is before you even reach the end-of-level guardians!!



Extra accessories can be collected by shooting the waves of red jets that appear regularly. These replenish lost energy and can be used to get you out of difficult situations.

MANIX

Manix is Millennium's latest release, a game that offers three styles of game set over a 3D landscape made up of colour-changing tiles. The character involved is bulbous Bilco – a chap that looks similar to that of Pacman. Each tile has a number of different coloured patterns that change every time they are jumped on. It is your job to leap around the different levels, attempting to change the pattern back to its original form. Why are the tiles mixed up? Because each level begins with a set amount of grenades being dropped, and upon exploding, the tiles are jumbled up into a coloured mess.

Each level is basically a small island that is made up of a few, smaller sections. The screen will flash the correct corresponding colour that you must follow before mixing each floor tile up. Once the tile has been changed to the correct colour, it will hold that colour unless a bomb explodes nearby!

There are a number of potions and bonuses that, if collected, will either help or hinder Bilco. For instance, a clock will add extra time onto the ever-decreasing time limit, but a potion that houses a joystick will cast reversed controls onto our poor hero. However, if Bilco collects a `tick' the surrounding squares will be magically transformed to the correct colours – handy, eh?

MICHELLE

I can see the puzzle element of Manix appealing to people who enjoy the likes of, say, Skweek and Jumping Jackson – me, for instance – but I found that the plodding gameplay left me cold. Although the puzzles are fun to solve, they take so long and the repetitive nature of the game does nothing to relieve the tedium. In all, a nice little idea which is let down by its lack of speed.

ZONE RATING

OVERALL 68

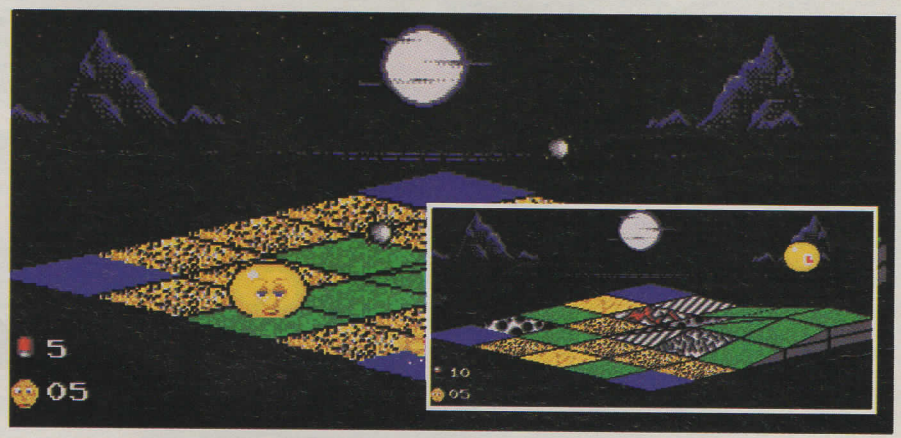
GRAPHICS 65 Simple graphics make the game appealing to the eyes, and a few nice visual effects help add to the game's overall appeal.

SOUND 61 A myriad of lively tunes play along whilst you jump around the screen. You may even recognise some of the tune too, along with the sound effects.

ALEX

Manix reminded me very much of Infogrames' Jumping Jack's Son, as the gameplay is extremely similar between these two games. The game is, to begin with, an enjoyable piece of software, the graphics and sound being instantly appealing. However, this interest is soon lost due to the apparent lack of variety. As a result, I feel the asking price may be too high, as the lastability falls short of the mark.

(Right) Manix is a simple addictive game where you must re-arrange the tiles of the stranded island in the correct pattern in order to progress and eventually leave the isle for good. The first few moments of the game will reveal the set pattern which you must follow. However, the bombs nearby will soon change all this and you must begin your task.



A map will indicate which screen you are about to tackle. There are sixteen levels in all, with a hundred and twenty eight screens that all need sorting out.

(Above) Bilco is only full of air, so when he accidentally jabs his soft skin against a sharp spike, he'll whizz around the screen in pain and in turn, one of your lives will disappear.

Each level is surrounded by a vast expanse of water, and unfortunately for you, Bilco cannot swim. This means that the sloped tile will push our hero into certain death, unless he can skilfully leap over these deathtraps.

OMNICRON CONSPIRACY

Life was easy as a space cop. I had no problems doing my job properly, with no real hassle getting rid of the odd drunk here and there, busting the book bandits and generally keeping the peace from here to the Vega system. But someone had to muck it all up for me. Before I`d had a chance to decline, I`d been chosen for a new job, had all the details logged into my computer, and been thrown on a ship heading for Cron.

From what I can find out from the report there`s some really big drug conspiracy on Omnicron, and we`ve lost contact with this huge space cruiser named Blackstar, and I`ve got to infiltrate the drug ring without any help whatsoever. What a life!

Omnicron Conspiracy is an arcade adventure very similar to the Sierra On-Line type of games. Controlling a character that portrays yourself, you walk around a 3-D setting hunting for clues and various other things that can help you complete your objective, and the game. Most of the scenery can be interacted with, and each can be examined or searched for information about the drug ring.

However, most of your leads will be got from the aliens that you will meet through the game, but getting them to talk to you isn`t as easy as you may think.

Unlike the Sierra games, Omnicron requires hardly any use of the keyboard (apart from controlling your character`s movements). The game can also be controlled via a mouse or joystick, whichever you prefer.

STEVE

Omnicron Conspiracy seemed to me to be trying to emulate those excellent Sierra and Lucasfilm adventures, and although it was a fairly good attempt, it didn't quite make the same grade. The concept seemed a little too simple and there was a severe lack of puzzles. Graphically, the game isn't too bad but although sound has been included, it is only average and could have been much better. Not enough thought I am afraid.

ZONE RATING

OVERALL 62

GRAPHICS 61
The graphics are alright, but you can`t compare them to the graphics with the Sierra On-Line games that Omnicron Conspiracy is trying to imitate.

SOUND 59
There are a few simple sound effects here and there when you interact or use various objects, but apart from these effects there is not much else.

DOUG

As far as arcade adventures go Omnicron Conspiracy is not too bad and provides you with quite a bit of entertainment. The graphics and sound are average, and the game`s controls are OK. Unfortunately, Omnicron doesn`t even come close to Sierra or Lucasfilm games that it is so desperately trying to copy. The main thing that`s been left out are the tons of puzzles that any Sierra games player would be used to. It`s not a bad game, but the Sierra games are better.

Before you can go anywhere in your space craft you`ve got to find out the coordinates of the place you want to go, and it`s no good trying to guess the them because you`ll soon run out of precious fuel.

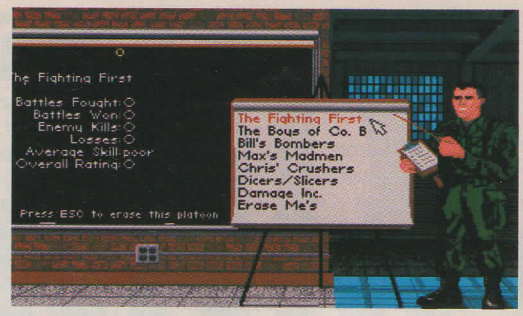
(Above) Luckily your ship has an on-board clinic for if you get a bit roughed up, and knowing your luck, that`s probably going to be quite a bit.

People and aliens are your main source of info, and most of the leads you get on the drug-ring will be from them. However, the police aren`t the most popular people round these parts and getting the info is quite a task.

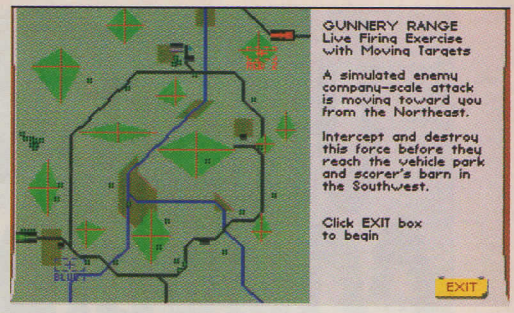
(Right) Cron will be your first port of call, and as soon as you get there you will be escorted to see the police chief. He`ll give you some clues to start of with, but after that you`re on your own.

Before you leave the planet of Cron you should check the town and see what you can find out from the various taverns and other shops.

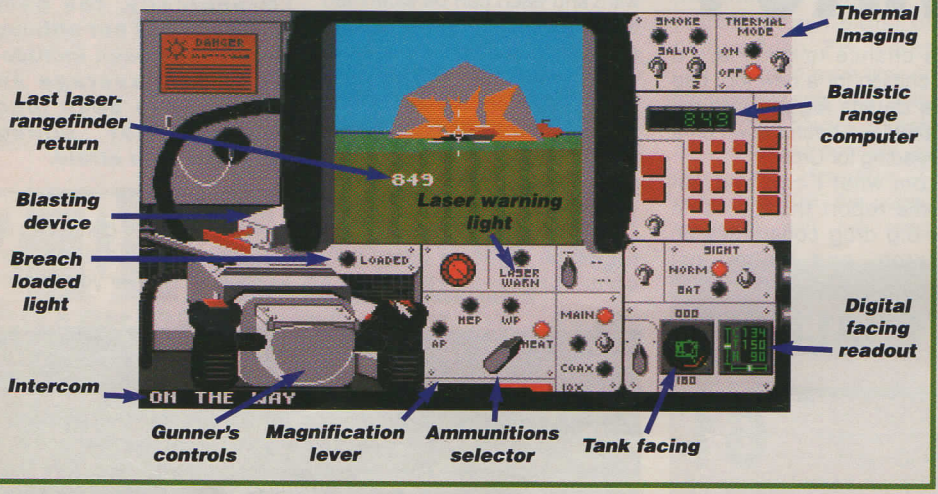
(Right) Before you venture out onto the rough terrain, your Captain will brief you on your forthcoming mission, detailing primary targets and secondary objectives.



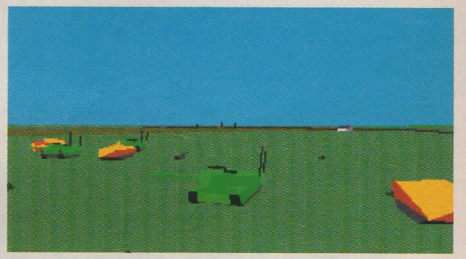
(Right) The battle map accurately describes the battlefield, and locates any enemy installations and tank platoons that may pose a threat for you and your colleagues.


GUNNERY RANGE
Live Firing Exercise
with Moving Targets
A simulated enemy company-scale attack is moving toward you from the Northeast.
Intercept and destroy this force before they reach the vehicle park and scorer's barn in the Southwest.
Click EXIT box to begin
EXIT

GUNNER'S POSITION

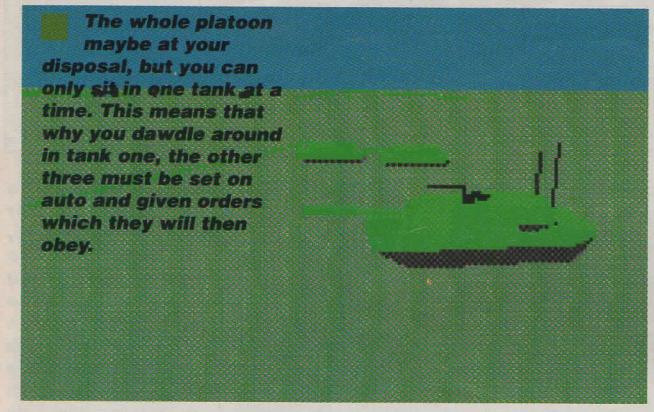


(Below) Although the battle scene maybe a little on the hairy side, it is still possible to hop outside and view the tanks from an exterior view. This can aid you at some points during each game, but I'd say that it gives you an extra advantage!



(Below) The expression on this chap's face will say it all – whether your mission was a success or a dismal failure. It will also allow you to look at the enemy's comments of your performance.

The whole platoon maybe at your disposal, but you can only sit in one tank at a time. This means that why you dawdle around in tank one, the other three must be set on auto and given orders which they will then obey.



DOUG

M1 encompasses every facet of tank warfare and just shows you that piloting a tank is not the easiest of tasks, especially in a war environment. Fortunately, there are several difficulty levels which range from beginner to expert. I can't really see M1 Tank Platoon appealing to fans any other genre as it is pure simulation. M1 Tank Platoon definitely rates alongside the Falcons and F19 Stealth Fighters. Superb.

M1 TANK PLATOON

Following hot on the footsteps of Microprose's excellent F-19 Stealth Fighter, M1 Tank Platoon is more down to Earth (literally!). Instead of being in control of America's latest aircraft, one America's newest tank platoons is at your disposal.

Each platoon contains a number of M1A1 Abrams – a high-tech MBT (Main Battle Tank) that has the ability to outclass the opposition in a one-on-one battle. However, the usual amount of M1 is four, each one being under your command. A crew of four man each tank: one driver, a gunner, a loader and lastly but perhaps the most important person of them all, the tank commander.

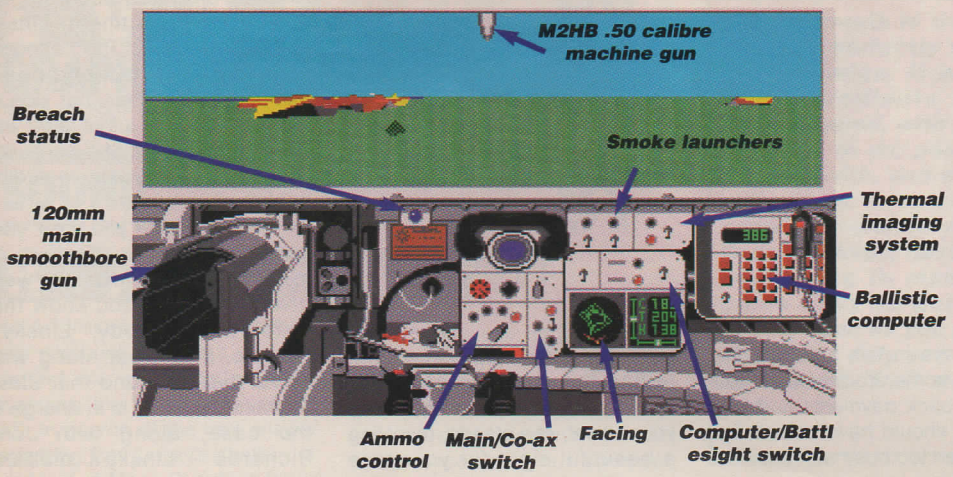
M1 Tank has a variety of settings that should suit both the beginner and even an ace at the helm of one of these beasts! To begin with, it is best to start off with a target practice session, allowing you to get to grips with the controls as well as gaining the ability to destroy moving or stationary targets.

For those who feel that little bit more confident, you might try a single engagement. Choosing this option will require you to select one of the six battle situations available. On top of this, the terrain and enemy force are randomly generated each time, thus giving millions of different engagements to attempt.

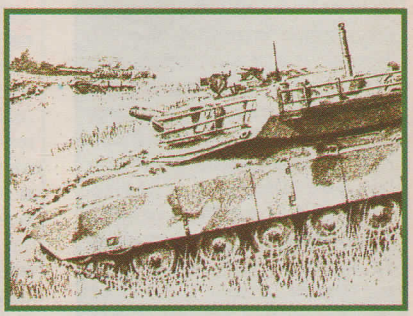
The next setting is start campaign. A campaign is basically a whole line of single engagements strung together, your men and tanks having to fight battle after battle until the war ends or your platoon is finally destroyed. Thankfully, you have the option to save midway through a campaign, thus allowing you to return into the midst of battle at any time you wish.

As stated before, the enemy will vary, but their fighting ability

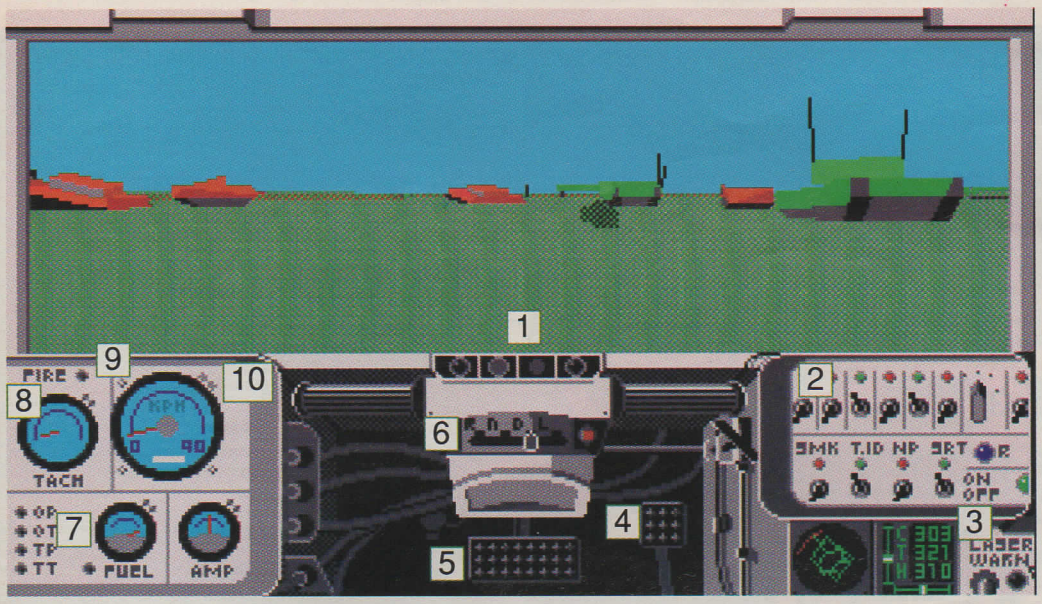
LOADER'S VIEW

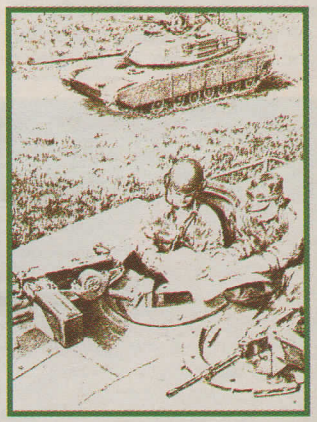


It was World War I that first saw the introduction of the tank in military warfare. Its use was severely restricted due to the terrible land conditions of the battlefields of that period. During the Second World War, however, the tank became a veritable force. The Germans used the Panzer as an emmisary of terror and Panzer divisions were feared due to their notoriaty in battle situations.



DRIVER'S SEAT





1. Master warning light
2. Main control panel
3. Laser warning light
4. Parking brake
5. Brake pedal
6. Gear indicator
7. Power & fuel gauge
8. Tachometer
9. Engine fire warning
10. Speedometer

will largely be put down to their experience, selected by you. For instance, second line troops have poor training and poor equipment to match, whereas the elite are just that – experienced tank commander with a wide array of weaponry at their disposal. An Abrams carries a limited amount of ammo (20 High-Explosive Anti-Tank and 20 Armour-Piercing Fin-Stablised Discarding-Sabot shells), but you can mix and match these as with the other options included in the game.

You can control your tank by using any combination of keyboard, mouse or joystick, and the usual keyboard overlay detailing the different keys activating various features is included. Although you may wish to take control of the tanks yourself, it is possible to program the advance quickly and engage targets to the front, or alternatively, hold back and defend your base – it is entirely up to you.

ZONE RATING

OVERALL 82

GRAPHICS 81 The vector graphics are put to good use, as they provide both a realistic view of armoured land combat as well as creating an effective battleground.

SOUND 72 Ample sound in the form of shells exploding as they hit enemy vehicles or perhaps the roar of your 1500hp gas turbine engine!

ALEX

Having been suitably impressed by Microprose's superb F19 Stealth Fighter, I was eagerly waiting for their latest simulation, M1 Tank Platoon. I'm pleased to say I wasn't disappointed as it is as good as its aircraft counterpart. M1 requires both well thought out strategies and good combat tactics in order to succeed, but the varying difficulty levels allow everybody to get a taste of the life of a tank commander. If Microprose continue to bring out simulations as good as this then we're in for a treat.

STEVE

Simulators are really coming into a force of their own nowadays, and no one has done more for sim buffs than those masters of reality, Microprose. I'd have thought that they would have been recuperating after the excellent F19 Stealth Fighter. But no. Microprose have now released a tank sim entitled M1 Tank Platoon. The graphics are fantastic and great care has been taken to recreate the battle tactics employed by the M1 Tank. For those of you who find sims a little too hard, the difficulty can be changed. Only for simulator buffs although all gameplayers should experience it.

ALEX

Memories of Millenium's Resolution 101 came flooding back to me when I started to play Mean Streets, but a few minutes play revealed more than just a pretty 3D vector shoot'em-up. Sure, you can race around the 3D landscape if you wish, but its more fun trying to solve the case and follow the leads that you have been given. The beat'em-up section is straight-forward, and the search sequences is at first hard to control, but it's only a matter of time.

MEAN STREETS

Set in the year 2033, Mean Streets is set around the seedy city of San Francisco. You are Tex Murphy, a private eye in this hell-hole that you call home. You're up to your neck in back payments and jobs that you should have solved, but have been too busy with business elsewhere.

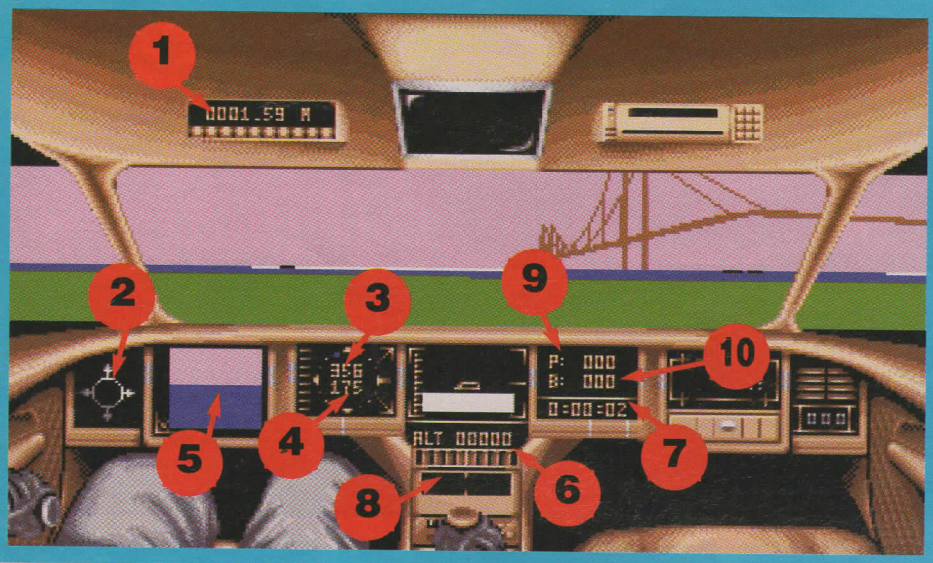
However, life goes on, and you must return to the office in the end. It is when you return that your luck is about to change - but for better or worse? You have yet to find out. A young blonde is waiting by your desk and upon your arrival, she stands, revealing a beautiful sight for your sore eyes. You stare into her deep blue eyes, and at the same time try to keep a grip on the situation.

She tells you her name, Sylvia Linsky, before informing you of her current predicament. Apparently, her father, Carl Linsky, has recently died and according to the police department, Linsky committed suicide. Fair enough, you may think, but she has a totally different idea - her side of the story was that a foul deed was done on her father. She wants you to find out the true story regarding her father's death.

This is where you start your case - outside your office with no more leads than what you were given by Sylvia. You know that Delores Lightbody, Linsky's fiancee, didn't get along with Sylvia that well, and that Steve Clements, S.F.P.D, is in charge of the case, along with John Richards - Linsky's medical examiner.

You also have ten thousand dollars that Sylvia supplied up front, and it looks as if you're going to need every cent. With all

KNOW YOUR COCKPIT



FLYING INSTRUMENTS

1. **Distance to destination**
2. **Speed indicators, flashes when in Warp Speed**
3. **Your current bearing**
4. **Destination bearing**
5. **Artificial horizon**
6. **Altitude**
7. **Game clock**
8. **Destination bearing bar**
9. **Pitch indicator**
10. **Bank indicator**

Auto pilot will take you anywhere you want to go, but it must be programmed. This is done on the Navigation Computer

THE LEADS

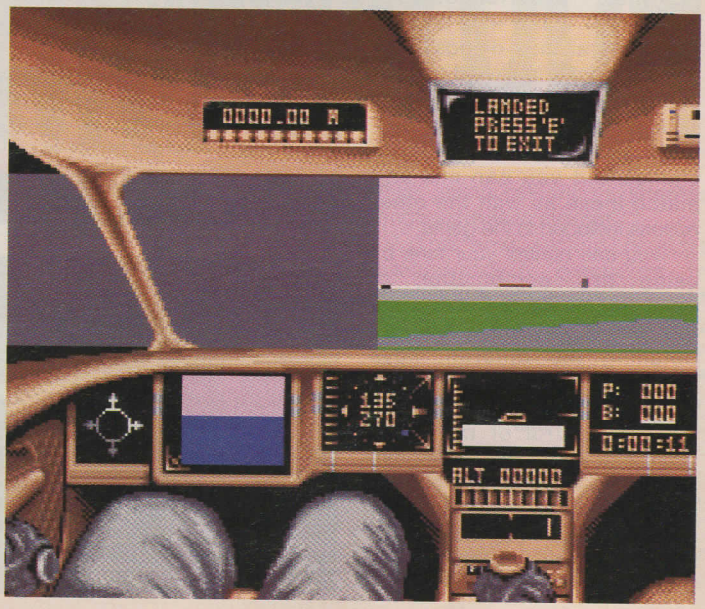
Delores Lightbody - Linsky's fiancee.

Sylvia Linsky - Carl Linsky's daughter and inheritance.

Steve Clements - Police detective in charge of the case.

John Richards - Medical examiner.

Piloting your speeder is an absolute must if your are to make it around the streets of San Francisco in one piece without crashing! Your speeder is extremely manoeuverable, so it will take a little practice in order to use your craft to its full potential.



ZONE RATING

OVERALL 80

GRAPHICS 82 Mean Streets has excellent graphic appeal, with superb filled vectors and a nice variety of digitised shots at key points during the game.

SOUND 81 Good sound effects add to the games atmosphere, and various klanks and clunks, along with your speeder's engine, help you to play along.

STEVE

Means Streets is the sort of game perfectly suited to the Amiga. It has all the ingredients of a brilliant game, with plenty of things to do, people to interact with, and various sub-games to solve. The game`s programmers, The Code Monkeys, have done everything to make the game easy to get into, and as soon as you get on the trail, I defy you not to be hooked. Well worth a look.

MICHELLE

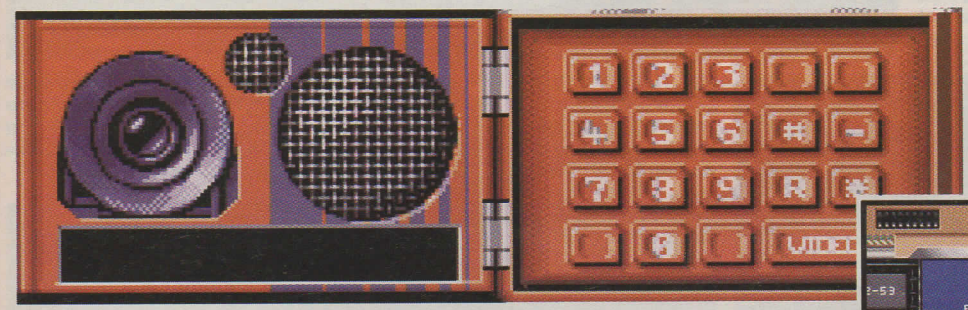
Mean Streets has all the ingredients of a successful game: excellent graphics, absorbing sound, and immense playability. Initially, the case seems straightforward but as you venture into the depths of the game, you discover a whole new world of complexities that greatly increase the enjoyment. Interaction with characters and objects is perhaps a little limited but it is sufficient enough not to detract from the gameplay. This is an excellent release and one that I would highly recommended.

the addresses of your leads in your notebook, it's about time you hopped into your speeder before scanning the West Coast of the U.S. in search of the real answer regarding Carl Linsky's death.

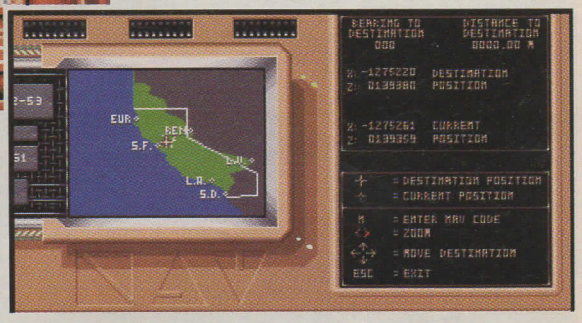
Most of Mean Streets is taken up by a vector graphic driving/flying section in similar vein to Resolution 101. Also included is a horizontal shoot'em-up in which you as Tex Murphy must walk along the hostile streets of San Francisco shooting thugs with your auto as you go. Both keyboard and joystick can be used to control your speeder, using various keys to access extras such as your portable fax machine and different monitor views!

Another major feature of Mean Streets is the ability to interact with the other characters in the game, as well as searching their apartment for vital clue to make you one step closer to your goal.

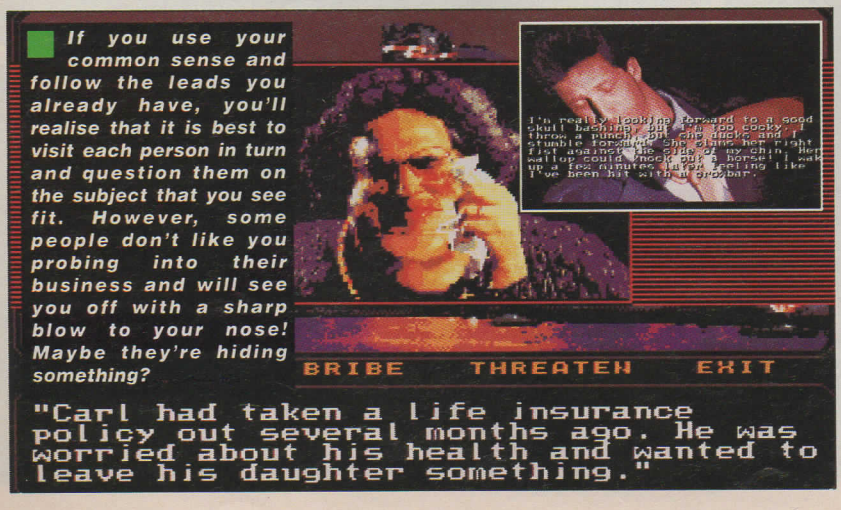
You have two people under your command: Vanessa, your secretary, is always there when you need, her she'll be willing to find out any information for you. Lee Chin on the other hand, is not as helpful as Venessa, but vital leads can still be received from your informant.



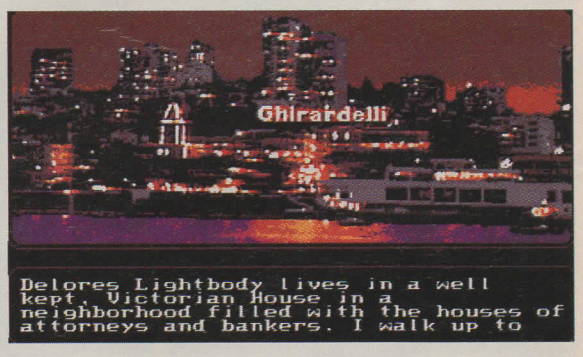
(Below) Each location has its own Nav Code, and the navigation screen allows you to enter the NC for the location you wish to visit. It will then tell you the distance and bearing in which you must travel, and the rest is up to you or the auto-pilot.



(Right) Both cash and ammunition come in limited supply, so it's best to visit the bounty hunting pads when low on supplies. This is because you are awarded with the necessary goods on completion of each horizontally scrolling stage.


BRIBE
THREATEN
EXIT
"Carl had taken a life insurance policy out several months ago. He was worried about his health and wanted to leave his daughter something."

If you use your common sense and follow the leads you already have, you'll realise that it is best to visit each person in turn and question them on the subject that you see fit. However, some people don't like you probing into their business and will see you off with a sharp blow to your nose! Maybe they're hiding something?


Ghirardelli
Delores Lightbody lives in a well kept, Victorian House in a neighborhood filled with the houses of attorneys and bankers. I walk up to

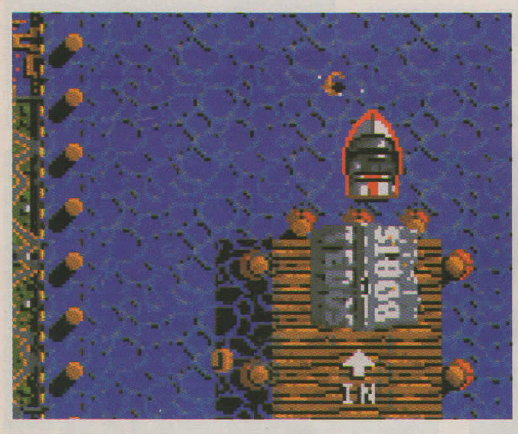
Questioning people is not the only way of finding out information as to the killing of Carl Linsky. You can also search apartments for clues, as well as closely examine a seedy warehouse and Linsky's friend's home, who incidentally died of poisoning. Apparently he drank a flask of lethal liquid instead of his usual diet coke!

THE SPY WHO LOVED ME

It was about five years ago when Domark released their first James Bond game, A View To A Kill. But unfortunately, it didn`t exactly have a lot going for it. There was a long gap before they brought their next Bond game - Live And Let Die - but when it did eventually arrive 16-bit machines had made an appearance. But even with the superb capabilities at their disposal, the game was still very poor and had virtually nothing to offer.

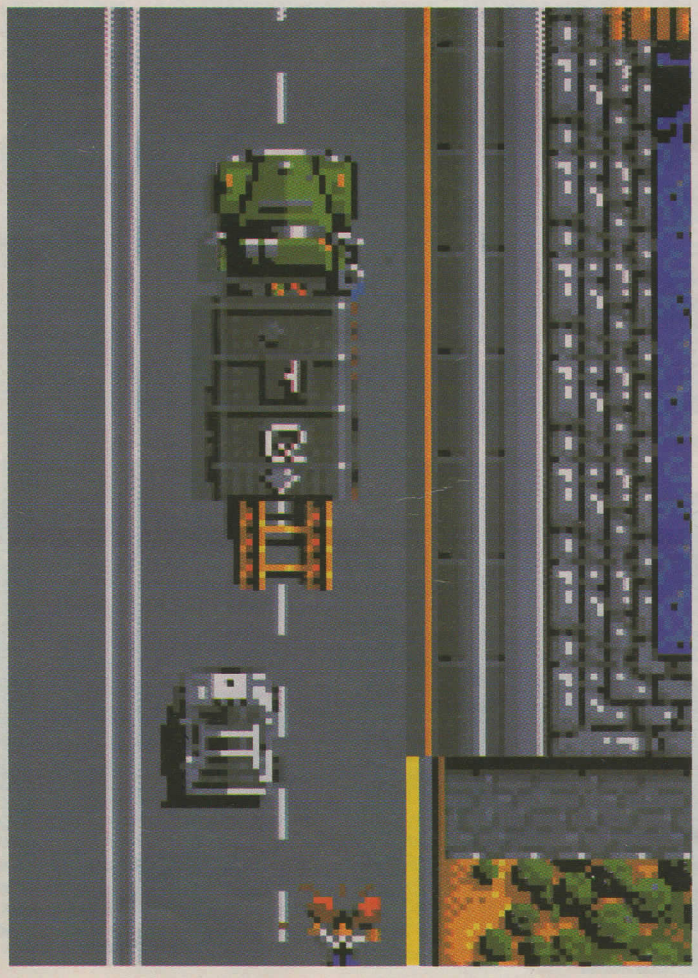
Their last attempt came just after the release of the film, The Living Daylights, and although it was nothing to shout about, it was quite a bit better than the previous attempts, with a selection of different game styles.

The Spy Who Loved Me is Domarks's latest try at a good Bond game, but the question is will the game continue in the upward curve and prove to be better than The Living Daylights, or will it go back to the poor quality of the originals? The game's storyline follows very closely to that of the film, with you playing your way through several stages and requiring you to try your hand at a selection of different vehicles. Two submerines have mysteriously gone missing,

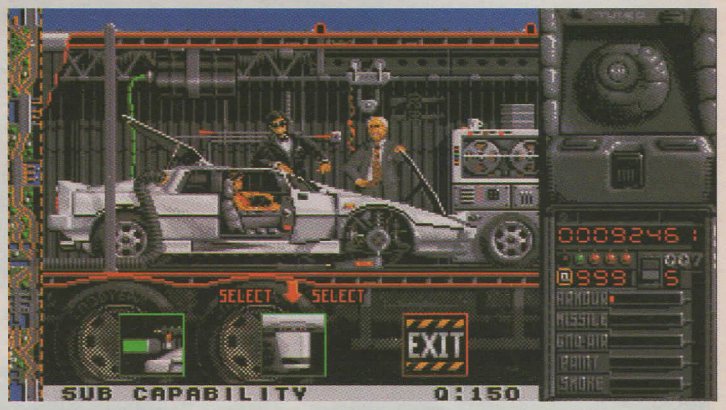


Driving through a small shed, you make a quick swap and appear in your tasty speed boat. The controls are the same, but you`ve got a few more enemies to contend with now.

In some places you`ll have no choice but to use the ramps that are provided. But when this happens keep an eye on your speed or you could end on top of a building.



(Left & below) Racing along the road you manage to rendezvous with Q's lorry. If you`ve collected enough tokens you will be able to equip your car with some wicked weapons. But make sure you don`t waste your tokens, because you're going to need a special sub-conversion.



Unfortunately, Q doesn`t hang around under water. So his weapons are out. But if you have bought the right stuff from his lorry, you can fill them up with the aid of some very helpful capsules.

ZONE RATING

OVERALL 76

GRAPHICS 76 Good graphics that are much better than those in the previous Bond games. Well drawn, and very pleasing to the eye.

SOUND 69 The instruments that are used in the music are pretty good, but it didn`t sound quite like the Bond theme; more the opening track to sit-com on BBC1.

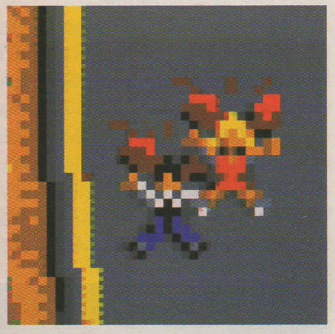
STEVE

The sheer number of sub-games in Domark's latest Bond licence makes it good value for money, but the main advantage is that each stage looks good and plays well. The Kremlin have obviusly lavished a lot of care and attention on each particular stage, and they tie in with the film well and - more importantly stand up to rigorous playing - well worth a look, as offers superb variety.

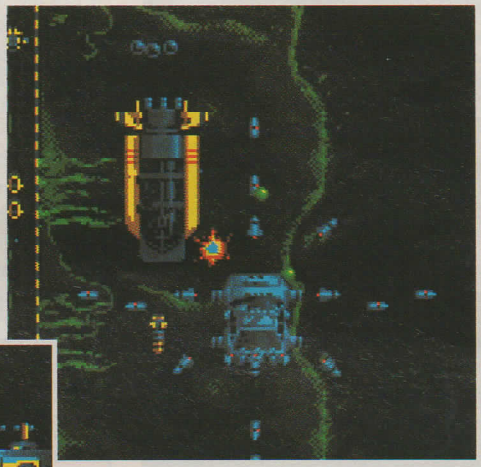
one Russian and one British, each of them containing a powerful nuclear missile. An agent from each country is assigned to the case and it doesn`t take long to figure out that the power mad Karl Stromburg is behind all this. Karl intends to launch the missiles at the North and South pole in a hope that the glaciers will melt flooding the planet, leaving his underwater city the only habitable location on the planet.

The first level puts you and Anya (the Russian agent) behind the wheel of Q's new high-tech car. Using your driving skills you must speedily make your way to a hotel. The route will be dangerous, and there will be plenty of obstacles to block your path. There will also be a number of Q tokens to collect that will allow you to arm your car with a whole load of weapons when you eventually meet up with Q in level 2.

When you arrive at the hotel, your car will change into a boat to head off for a meeting with Stromburg. After another car journey, you will end up in an under water battle where you will have to fend of the many forces of Stromburg as they try desperately to stop you from entering Stromburg's underwater base. An Operation Wolf type level is also included, and a maze type level in the base itself, but will you be good enough to survive the ordeal and come out in true Bond style?

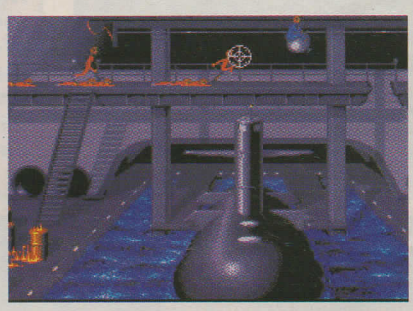


(Right) On all of the sections where you drive or pilot a vehicle you will notice the presence of a thin map on the left-hand side of the screen. This way you can tell how far it is to the end of the level and when you should change to a boat.



(Below) Just over half-way through the under-water section you come across a rather nasty craft. If you think it's hard to beat (which it is), just wait until you get to the end of the level.

(Below) As James makes his way across the top of the screen you must use the sight to protect him in true Operation Wolf style. But take care not to waste those bullets, because you only have a small amount.



(Below) Q's are very important, and the more you get the easier it will be for you later on. Depending on how many Q's you have, you can obtain loads of extra weapons to use against Stromburg's men.

DOUG

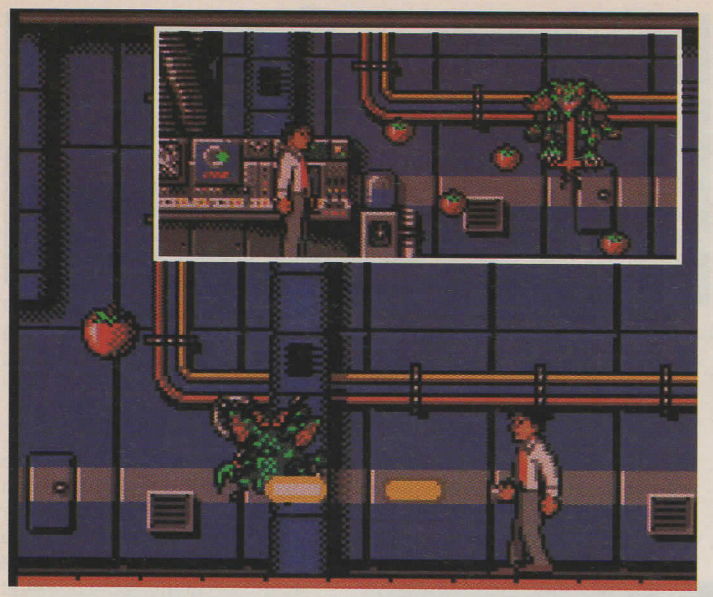
Thank God. At last after years of trying Domark have finally managed to come up with a decent Bond game. The graphics and sound are very good, and unlike the previous attempts, so is the gameplay. The various game styles keep you interested and you'll enjoy every minute of it. The only gripe I could find was that the game was quite easy, and the only challenging parts (and there aren`t many) are so hard it's unreal. But on the whole the game is quite good, and certainly better than before.

(Above) You`ll have to watch out for the innocent civilian who seems to have a habit of standing in the middle of the road, just begging to be splatted!

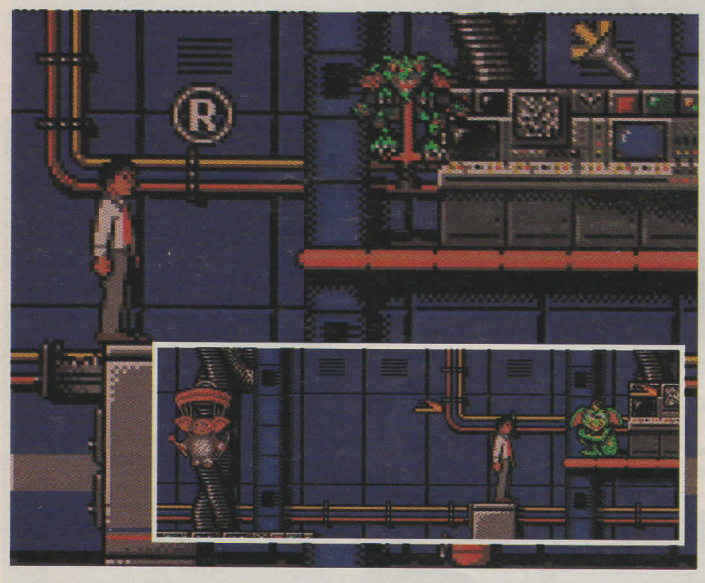
MICHELLE

Now, however, Domark have got the formula spot on, with lashings of shoot'em-up action, a good variety of game genres, and a healthy dollop of addictivity to add the final icing on an already impressive cake. The small touches, such as the blood squirting from the heads of people you run over, and the intelligence of the enemy , raises the game above any other 007 release and is well worth a buy.

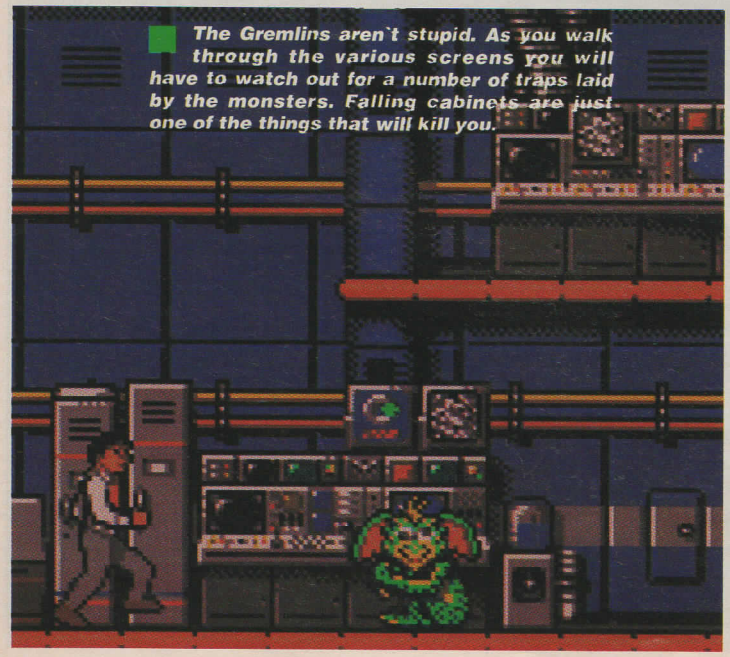
GREMLIN II
THE NEW BATCH



(Above) At the start of the game you are equipped with just a simple torch as protection. But as you make your way through the game you will be able to pick up other objects and use them to combat the annoying Gremlins. Although they may not seem deadly, the over-ripe tomatoes will put a stop to many a Gremlin.



(Above) There are six different letters in all to collect, but the best and most fun one is the letter R. Upon collecting it Gizmo will float down the screen and shoot burning arrows at the troublesome Gremlins.



The Gremlins aren't stupid. As you walk through the various screens you will have to watch out for a number of traps laid by the monsters. Falling cabinets are just one of the things that will kill you.

Poor old Mr. Wing (the shopkeeper from Gremlins) has passed on leaving no one to look after Gizmo or the shop. But unfortunately this is not bad news for everybody. A super tycoon named Daniel Clamp, had recently been making offers to buy Wing`s shop and erect a huge building called the Clamp Plaza.

But this is not the worst of it. While knocking down the small Chinatown shop, Clamp`s men find Gizmo in his small box. Now Gizmo is imprisoned in Clamp's genetics labratory waiting to be experimented on. Luckily for Gizmo, his previous owner Billy hears one of Clamp`s messengers absent-mindedly humming Gizmo`s favourite tune to himself.

Realising that Gizmo must be close, he manages to find him and puts him in his desk drawer for safety. But Gizmo being Gizmo, the little Mogwai decides to explore Billy`s office, and in the process accidentally gets water spilt on him by a repair man. The evil Mogwais

STEVE

After we'd all ooh'd and aah'd after the first Gremlins movie, the conversion that followed was a disappointment. Fortunately, the same can't be said for Elite's conversion of Gremlins 2. The game features some very playable levels that are full of superb graphics. I did find it a little difficult at first but this does not detract from a superb game.

ALEX

Film tie-ins tend to be just a little bit too predicatable, that is to say they are normally a disappointment, and I must confess to being a little bit wary to the release of Gremlins 2. I can now say, however, that Gremlins 2 is not a disappointment and is in fact a highly playable game. Elite have done an excellent job, especially with the graphics which are very realistic. A game that I would definitely recommend.

As you make your way through the game you must collect as many bubbles as possible. These can then be used to buy better weapons at the end of the level.

waste no time in breaking the next rule: don`t feed them after midnight.

The Gremlins are back and they`re worse than before. Playing the part of Billy (with the occasional hand from Gizmo) you must fight your way through the huge Clamp Plaza, collecting various objects to use to destroy the Gremlins. All you have for protection is a simple torch, which can be used to kill any Gremlins that try to take you on.

Other objects can also be found and used as weapons against the Gremlins, ranging from squidgy tomatoes to Mega-torches that can fire the destructive light in several different directions at once. When you kill a gremlin, he will leave behind a bubble that will float around the screen for a short period of time. If you collect ten or more of these bubbles before they burst, when you finish the level you will enter a shop and be given the option to buy a new default weapon. This means that when you die, instead of starting with the torch as your weapon, you start with the weapon you bought instead.

You will also notice the presence of a selection of letters. These are bonuses and when they are collected they will help in one way or another. There are six letters in all. The letter L gives Billy an extra life to play about with, but by far the best one is the R which when collected will unleash a pyscho Rambo Gizmo armed with a bow on the unfortunate gremlins.

DOUG

Gremlins II is an absolutely smashing platform game. The graphics and sound are amazing, and if you thought this game was going to be just another poor film tie-in, then you were totally wrong. From the second I started playing I was addicted, and although the game seems quite hard at first you soon get to grips with it. I can`t say enough good things about this game, but it is most certainly one of the best to come out of Elite, if not all companies.

ZONE RATING

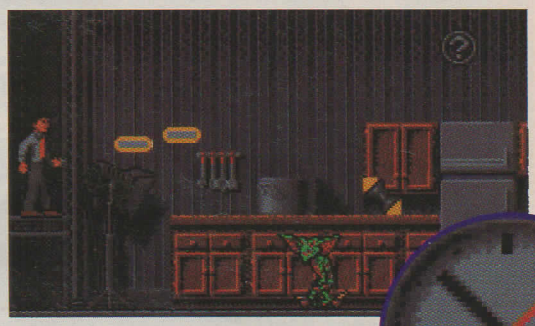
OVERALL 84

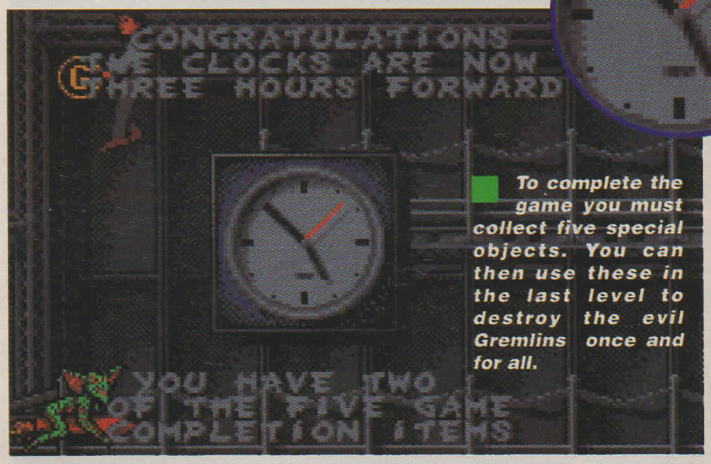
GRAPHICS 83 The sprites are so well drawn that you can just imagine that they are real. The animation and sprite detection are top quality too.

SOUND 81 The music sounds just like the film. The many sampled sound effects add atmosphere. And the Mogwai noises are especially nice.

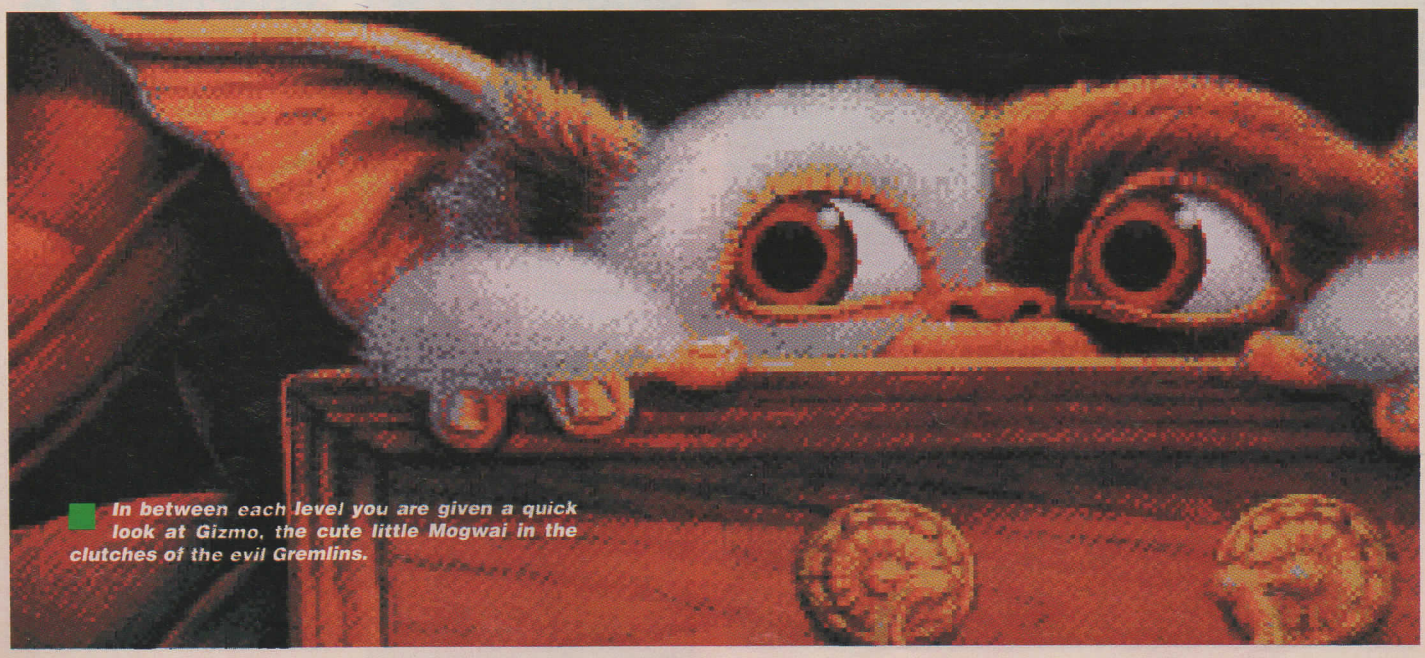
(Below) You have seven lives with which to get through all the levels. However, this is not easy, and there will be countless numbers of Gremlins to stop you.

(Right) Unlike the first level, the screens aren`t just linked in a long line. With the aid of a few lifts you can go up into other screens to where more evil Gremlins lurk.

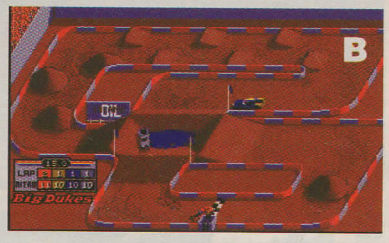




To complete the game you must collect five special objects. You can then use these in the last level to destroy the evil Gremlins once and for all.



In between each level you are given a quick look at Gizmo, the cute little Mogwai in the clutches of the evil Gremlins.

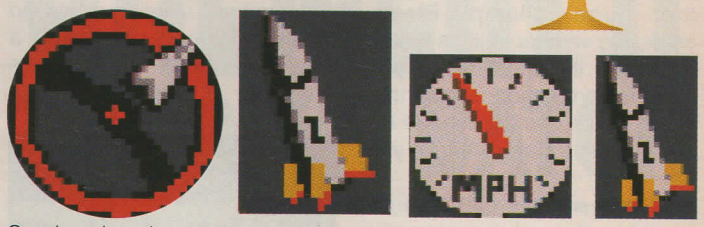


Both have a good variety of tracks, with Badlands having slightly more features over Off-Road. The slamming gates of Supersprint make a welcome return, offering prospective short cuts and these make the game slightly more varied than the rigid tracks that Off-Road houses. In addition, the tracks are windier and what Off-Road makes up in larger obstacles (the brilliant water hazards, for instance), Badlands compensates for with more tortuous routes.

ADD–ONS

Both appear regularly, and neither game features a lot of on-track enhancements, with Off-Road offering extra nitros and useful money bags, whilst Badlands only throws Spanners (which act like cash).

BADLANDS VS



Overhead racing games are by no means a new thing, and have been around almost as long as the likes of Pong. Around the time when Breakout was going out of fashion, and arcade-goers of the time were hunched over the likes of Outlaw and its stunning two-player action, or giving those green-tinted Space Invaders hell as they marched down the screen, a new bulky cabinet appeared, boasting – shock, horror – two steering wheels on the front!

Indy 500 and its many clones was the forerunner to the likes of Supersprint and its many clones, and consisted of a number of UDG-style cars whizzing around three or four tracks. The monochrome action was viewed from overhead, and the basic object of the game was to simply complete a track within the allotted time – failure resulted in your game prematurely ending.

As colour became the new `in thing` to wow gamers with, and they now stood over the sparkly new Frogger, Gorf, and Dig-Dug cabinets, the Indy 500 genre was updated with the arrival of a number of clones, one of the best of which was Rally X. It used colour to the full, with the eight-colour graphics detailing forest backdrops and dirt tracks, whilst the action contained new, previously impossible, features. For instance, whilst tearing around the track and spinning the cabinet-mounted wheel like mad,

OFF-ROAD ZONE

OVERALL 79

GRAPHICS 78

According to Graftgold, there are some 412 frames of animation on the trucks, and it certainly shows. Despite their small size, they weave and bob convincingly, and react realistically to the hazards. The tracks are well designed and drawn, and the attention to detail is excellent – the flag poles even wobble when you hit them!

SOUND 72

Limited to a few short anthems and a tinny in-game tune, but close to those in the original coin-op.

RATING

BADLANDS ZONE

OVERALL 77

GRAPHICS 76

Obviously similar to those of Supersprint, they have been faithfully recreated and look almost exactly like their arcade counterpart`s. The sprites are small but detailed, and each of the eight tortuous tracks is attractive and well designed. The game also features a number of nice touches, ranging from erupting volcanoes to gun turrets.

SOUND 71

Similar to those of the coin-op, but still unimpressive. Still, what`s there serves its purpose adequately.

RATING

OFF-ROAD RACER

STEVE

Badlands is a little too similar to the original Supersprint, and adding futuristic backdrops wasn`t enough to advance the genre another step. However, as in its ageing predecessor, the gameplay is every bit as addictive and. although it isn`t as good to look at as Off-Road, it more than matches it in terms of gameplay. If I had to choose a winner out of the two, I think Off-Road would win, but both deserve a look.

the opposing racers could be deterred with a quick prod of the firebutton – voila, an instant smoke screen that stopped any competitors in their tracks. In addition, the game also featured oil slicks and water hazards to make the game harder and frustratingly addictive.

It was another few years before the genre appeared again, but when it did it took the basic premise one logical step further. Atari Games` Supersprint, was a four-player coin-op which took the basic overhead racing game and all its hazards, but added a brutally competitive element and the ability to collect money to buy enhancements for your car. Needless to say, it was a smash-hit and Electric Dreams, a sub-company of Activision, converted the game to all the then popular formats (except the Amiga!) successfully.

Now, continuing the the Indy line, come two conversions of new updates – Iron Man Stewart`s Off-Road Racing, and the sequel to Supersprint, Badlands. Both take the basic theme and all its resident features as you battle through the four laps each race consists of, but updates them in different ways with the addition of futuristic scenarios of a forced perspective view-point. Both are of a high quality but in Amiga Action there are no equals. So, we have decided to compare the two just to see which game contained the most and offered the best. The reviewers sat down and played both games until they were screaming with fingers like red peppers.But, who won?

MICHELLE

Although Graftgold`s conversion of Off-Road Racer is technically more impressive than The Kremlin`s Badlands, both are equal in terms of their addictive gameplay. What one game loses graphical finesse, it makes up for in extra hazards, and both are excellent conversions of their respective coin-ops. In fact, so playable are the two that I`m loath to pick a winner, but if pressed, I think that Off-Road is slightly better than Domark`s effort – but only just.

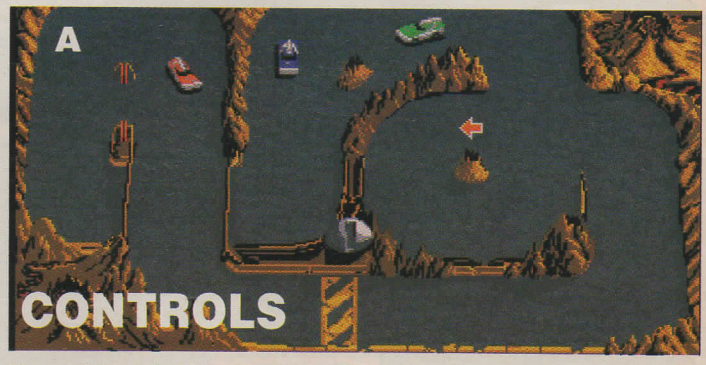
ALEX

I really enjoyed the ST version of Supersprint, and Badlands – whilst not adding anything new to the genre – was every bit as playable as the first game. However, I also enjoyed the novel perspective and superb attention to detail of Virgin`s Off-Road Racer. However, I found Off-Road slightly too repetitive as I had to keep playing the same tracks over and over again before I could advance, and this swung my vote in Badland`s favour.

Once you enter the shop, Off-Road takes a slight lead. Both games allow you to continually improve your car`s performance with better gripping tyres and improved acceleration, and Badlands even offers missiles which can be used to blow your opponents away, but Off-Road also includes options to improve your truck`s suspension and add dozens of nitros for that essential extra boost.

THE COMPUTER OPPONENTS

Off-Road has three computer-controlled racers, whilst Badlands only possesses two. In addition, the Off-Road drones are relatively intelligent and, although they don`t use any of their ten nitros, they are cunning and make very few mistakes. In Badlands, they move well and invariably take the lead, but their intelligence isn`t that great, and for the most part they thwart your plans by getting in your way rather than overtaking you – the system works, but is very annoying when it costs you the game.



To avoid confusion, The Kremlin have incorporated two control methods in Badlands. The first allows you to accelerate with the firebutton whilst steering the car with the directional controls. The other relies solely on the joystick and the direction you wrench. Off-Road, on the other hand, only uses one method, with the directional control steering and changing the required speed of the truck, and the firebuttton sparking a nitro into action.

BETRAYAL

ZONE

OVERALL 74

GRAPHICS 65

The graphics are fairly good for this type of game, but nothing to go mad over. There are a little simplistic and a bit more detail would have been appreciated.

SOUND 61

Apart from the tune, there is a severe lack of sound effects which leaves the game with an, almost, stunned silence. Betrayel has not used the Amiga sound fully

RATING

If you're the sort of guy who believes in fair play, and never cheats in a game because it defeats the point of playing, then you're not the sort of person to be playing Betrayal.

You are one of four wealthy knights in the kingdom, and using cunning strategy and as much foul play as your money can buy, you must wrestle the control of the kingdom from the King and Bishop who presently rule. To rid yourself of these two men you must fill their courts with courtiers under your control, and once you have achieved this the kingdom will be yours. But remember, you are up against three other knights, all with the same intentions, and all as low down and devious as yourself. May the most corrupt man win.

There are four different levels to choose from at the beginning of the game. Depending on whether you start the game as a Knight, Baron, Earl or Duke you will have a certain amount of land and courtiers at your disposal. Money is the best leverage point that you have, and keeping the money coming in is done with the help of the land you own. Each village that you own will produce a crop every twelve moons which, when harvested, will be sold for the going rate. Unfortunately, out of this profit comes the cost of maintaining the village, and the dreaded taxes. However, taxes aren't as bad as they sound, and by paying that little bit extra you can win the favour of the court and hopefully a few more seats.

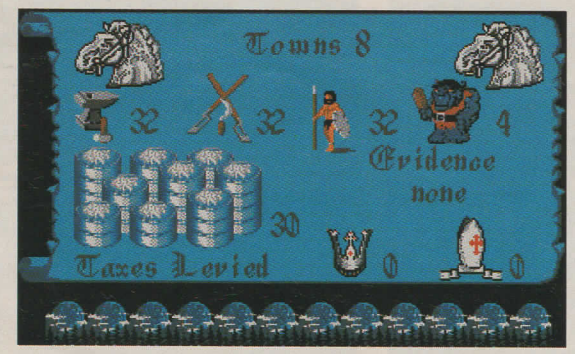
DOUG

Betrayal is a good game that requires quite a bit of strategic thinking. The four different levels are certainly taxing and if you start on the hardest level you'll certainly have a few problems becoming ruler of the land. It really makes a change to be a bad guy, and it's great fun organising assassinations and various nasty deeds. Betrayal is a must for strategic people out there who are fed up with playing mister nice guy.

ALEX

Betrayal wasn't that great. Although the game has been thought out well and poses quite a challenge, it just seemed a bit too repetitive. There's only a few different screens in the whole game. Harvesting the crops and raising the taxes soon becomes boring and once that happens the game loses all appeal. Betrayal will probably appeal to quite a few people, but unfortunately, it doesn't appeal to me.

As you progress through the game you will gradually take control of more and more land, and get loads of peasants to work for you.

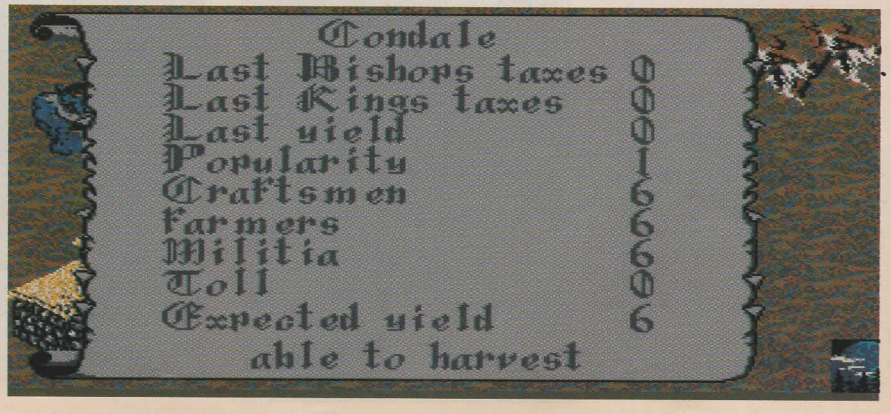


You need to take control of as much of the court as you can, and then once you've got quite an influence over the votes you'll be able to boot out the king and bishop and become the ruler of the kingdom.

At last the harvest is here again and for a short while you have a few pennies to play about with. However, the taxes need paying as well and that will dispose of most of your dosh.

(Above) You take a quick butchers at the map of the kingdom to see how much land you own compared to your rivals. You don't want them getting to powerful.

Using the F10 key you can take a look at the various villages and work out which ones would be the more profitable, and make you even more money.



INTERNATIONAL SOCCER CHALLENGE

Announced almost a year ago, Microprose`s entry to the soccer game genre was sensibly held back to avoid being swamped by the glut of substandard footy sims that followed Kick Off II`s release.

The game has been programmed by veteran coding team, Red Rat Software (who in the past were responsible for Lombard RAC Rally and Screaming Wings), and the most striking thing about it is that, whereas most soccer games utilise an overhead viewpoint, Microprose`s is viewed from behind your controlled player, with some rather clever screen shifting and use of polygons scrolling the pitch and its occupants around as you play.

When the game has loaded, it unfolds its many options, which, amongst others, allow you to compete in either a league or World Cup tournament, and lets you alter the game`s length and difficulty level to suit your needs. In addition, there is a particularly useful option which allows you to control either one player and let the computer put the other ten players through their paces, or you can control the whole team - or to be more specific, the player nearest the ball.

The game is controlled using the joystick, with the directional controls sending the players running in which ever direction you require. The firebutton is used to boot the ball at different strengths, the strength used depends on how long the fire button is held down for.

Finally, to allow you to polish your passing, shooting and corner-taking skills, the game houses a practice option, which proves to be very helpful.

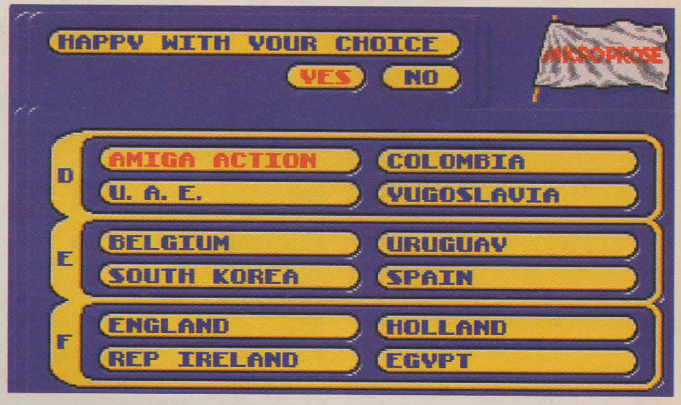
STEVE

I thought that Microprose and Red Rat had bitten off more than they could chew with Soccer Challenge`s 3D system. But they pulled it off and coupled it with some really neat animation creating a playable little soccer game in the process. The pitch scrolls very well, and when you see the players running around, leaping and diving, it just rounds off the effect perfectly. By no means the next Kick Off II, but it is definitely a close contender.

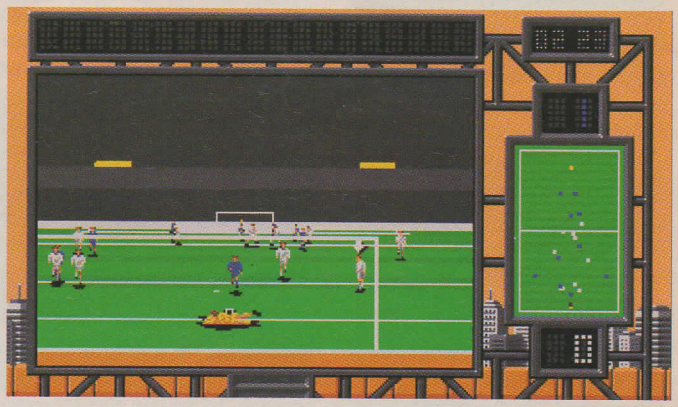
MICHELLE

I got into Kick Off II relatively late, but am now an ardent fan. Of late, there has been little to recommend, but Microprose`s latest has changed this. The 3D system is extremely well done, as are the well animated sprites, together with some really playable action. It isn`t a particularly fast game to play, but a worthwile buy in my book.

(Below) Soccer Challenge offers two tournaments: the World Cup and an unnamed league. To enter, you can select one of the participating teams, or replace one with your own.

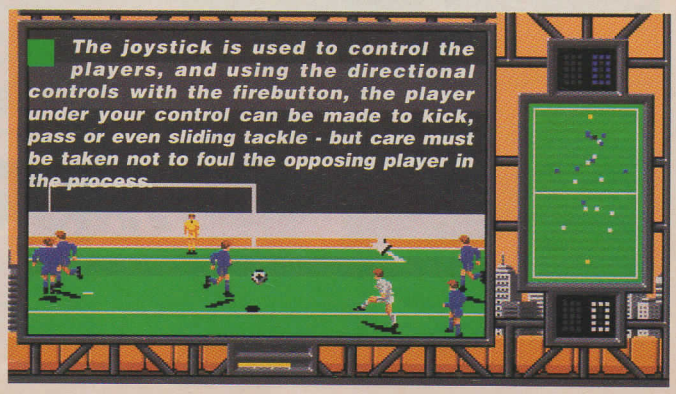


(Below) Although he can`t be seen on the pitch, the ref appears every time the ball goes out of play or if there is a rough tackle – as do the linesmen should the ball go out of play.



The goalie comes under your control should the ball enter your penalty area. By flicking the joystick left or right he can be positioned, and he dives automatically when the ball is in grabbing distance.

(Left) Before you tackle the rigours of the two tournaments, there is an option to practice each of the key moves you`ll need – passing and corners, for instance.



The joystick is used to control the players, and using the directional controls with the firebutton, the player under your control can be made to kick, pass or even sliding tackle - but care must be taken not to foul the opposing player in the process.

ZONE RATING

OVERALL 77

GRAPHICS 81 Red Rat combine some smooth screen shifting with some brilliantly animated sprites. The screen gets caught out occasionally – even so it's extremely effective.

SOUND 65 Not all that it could be, but then again this seems to be the norm with most soccer games, and what is there is adequate.

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And that seems a little harsh.

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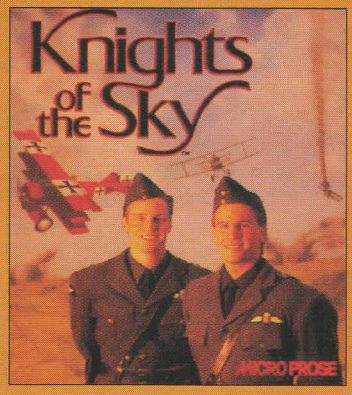
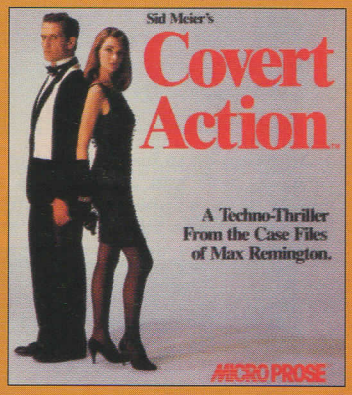
THE PAST



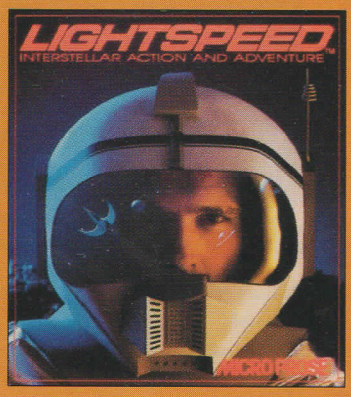
The date is 1914, and you are a British, American or French flying ace of World War I, attempting to take out Axis pilots in hair-raising dogfights and shoot down Zeppelins before they can cross the channel. "Knights of the Sky" is historically accurate, allowing you to use more sophisticated and powerful aircraft as you move towards 1918, navigating by map and compass, just like the real aerial combat pioneers of seventy five years ago. You can even end up challenging the the best hot-shot pilots that Germany could put into the air, such as Oswald Boelcke, Max Immelman, or even the great Baron von Richtofen, the Red Baron himself. "Knights of the Sky" features MicroProse's acclaimed 3D graphics system, further enhanced and improved, taking the flight sim genre into a whole new era. Available initially on IBM PC compatible machines, Atari ST and Commodore Amiga versions will follow shortly.

THE PRESENT



The 1990's are the age of international crime, terrorism and espionage - and you are the clandestine superspy charged with travelling the globe to combat these forces in MicroProse's new techno-thriller, "Covert Action". Using the latest electronic bugging techniques, high tech intelligence sources and good old fashioned clue hunting, its up to you to identify the ringleaders and bring them to justice. Become expert in wiretapping, decipher acquired information with the aid of sophisticated code-breaking programs, and use surveillance to complete the picture. And if your technological know-how, cunning and luck ever let you down, you've always got the latest combat weapons such as CS gas, stun grenades and compact sub-machine guns to help you out. Across Europe, the Middle East and Central America, with 16 cities to cover in each area, you'll have your work cut out to make sense of the allegiances between numerous terrorist groups, known political activists and foreign spies, all undertaking "Covert Action". Available for IBM PC compatible computers.

THE FUTURE



The end of the 21st century. The Earth is an ecological wasteland. Nuclear meltdowns, climate alteration, species extinction; all have taken their toll. Humanity must evacuate its mother world, to give the Earth time to recover from the devastation wrought by past civilisations. The human species has left Earth in immense transport ships. You are the pilot of a Trailblazer series dreadnought, sent ahead of the main ships to prepare an alien star cluster for human colonization. You must find a planet suitable for humanity and obtain the resources the fledgling colony needs to survive, by mining them from unclaimed worlds or through interplanetary commerce with friendly aliens. You must make the cluster as safe as possible for human families by making friends and eliminating enemies. Flying at incredible speeds through deep space, the many lifeforms you encounter will see you, quite correctly, as the alien. "Lightspeed" is MicroProse's first space simulation and it is one which will set new standards by which others will be judged. Original music scores and the latest in 3D light sourced graphics provide the stunning technical backdrop for your journey as you fight, trade, and talk your way towards your goal of finding a new planet for your people. "Lightspeed" will initially be available for IBM PC compatible computers.

MicroProse bring worlds to life.

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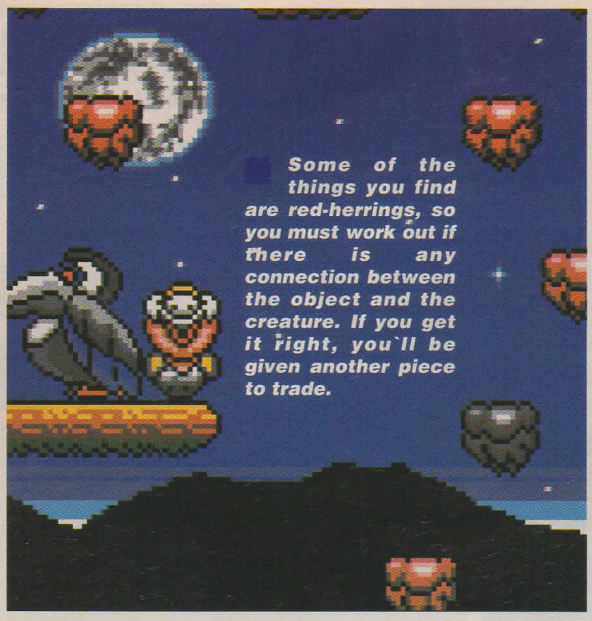
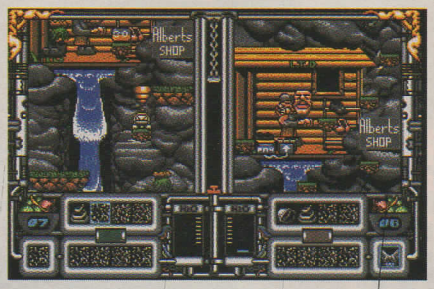


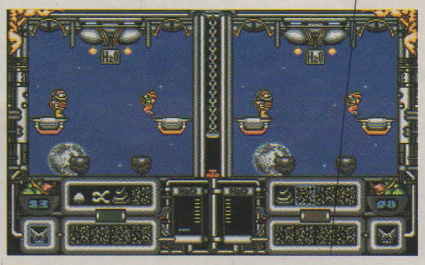
Some of the things you find are red-herrings, so you must work out if there is any connection between the object and the creature. If you get it right, you'll be given another piece to trade.

(Below) Flip-it and Magnose are the two water collectors from Mars(!?!) and their quest is to travel from their home planet to this humble abode of Earth. Upon their arrival, they must collect as much water in order to save Mars.

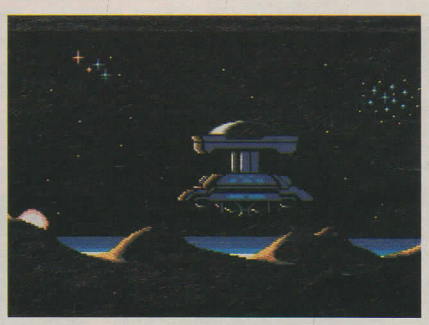
The mountain is one of the six levels you will encounter. Here, live an assortment of beings, some of whom have something to trade. What you have to do is pick up various objects scattered around the screen, and decide who wants what.



(Below) Both Flip-it and Magnose think they are the cat's whiskers, so not only will they be competing against a time limit, but also each other. This means slowing the other down by setting traps and using weapons. These can be bought at the end of level shops.



Time is running out for the planet Mars. However, the two pranksters have taken too long and BOOM!! No more Mars.



FLIP-IT & MAGNOSE

Far across the galaxy, many light years away, is a strange red planet. This planet is called Mars. Now, many may think that this desolate globe is uninhabited but this is not so, for tucked away in the far unexplored regions, a very sophisticated race of people. They are not, as you might expect, normal looking beings, in fact they are quite odd, but they are content with their way of life. Unfortunately, however, they happen to be in rather dire straits – their water supply is running out. Being rather more technically minded than us simple Earthlings, the Martians have decided on a simple plan of action. They must get the water from another planet. Where? Well, Earth of course!

Two of the bravest martians are chosen for this vital task, Flip-it and Magnose. They are beamed down from their spaceship to the first of the locations, the jungle. Once adjusted to their surroundings, the two intrepid travellers begin their search. Obviously, they are rather surprised and intrigued by the peculiar creatures they come across, and in turn, the inhabitants are quite disturbed by the aliens' intrusion. In addition, they are not especially enamoured with the idea of these two weirdos taking their water. Although, maybe with a little bribery they could make a deal and keep everyone happy.

Flip-it and Magnose feel quite confident of fulfilling their obligations, but don't yet realise quite how tricky this is going to be. They'll find out soon enough but they must act quickly because after all, their whole planet is at stake.

ZONE

OVERALL 65

GRAPHICS 60
On the whole, they are very well animated and nice to look at, but not at all clearly defined, which is a crucial aspect in a platform game.

SOUND 42
This game gives you the options of having music or sound effects. Though I can't say I found either very original or awe inspiring.

RATING

DOUG

Flip-it and Magnose is a very hard game to get into, and unless you've got someone along side you to tell you what's going on it takes quite a while to work it out. But once you've got into the game it becomes quite addictive and enjoyable to play. One problem that annoyed me is the sprite detection, and in some points I was sure I should have landed on a platform, but instead I found myself falling downwards and reaching for the off switch. Not a bad game, but annoying at times.

ALEX

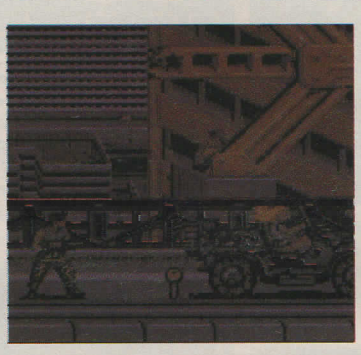
Wow! Confusing or what? For at least the first hour, I didn't really know what I was doing. I found it very difficult not to have a nervous breakdown, but after a while I began to get the hang of it and got quite carried away. It's a very frustrating game, not only because of the style, but also because of the terrible sprite detection. It is addictive to a certain extent, but overall there isn't really enough variation to keep you going forever.

ARNIES AMIGA ONLY

INSIDE TRADING

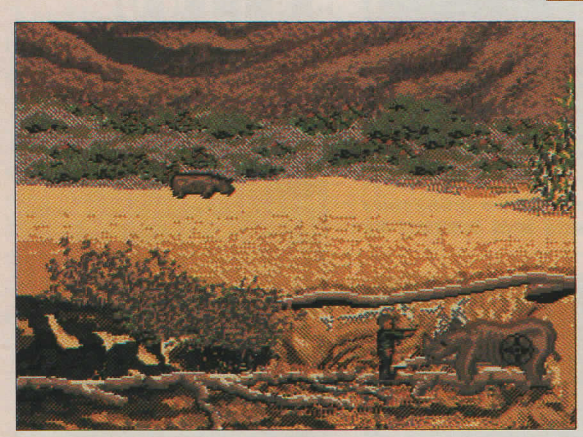
MIDNIGHT RESISTANCE

Special FX`s conversion is brilliant, and plays every bit as well as the original coin-op. Mind you, by now you may be smashing your head against a brick wall as you attempt to defeat Crimson and his baddies. When the game is running through its demo mode, type in ITS EASY WHEN YOU KNOW HOW (don`t forget the spaces!), and start the game as normal – except this time with infinite lives.



VENOM WING

This shoot`em-up is a real mother and I doubt whether anyone will complete it without a cheat (now we sit back and wait for all those cocky sods who have to write in!). So, to help anyone who is struggling, here comes a useful little cheat. When the scrolly Thalamus logo appears, quickly type in IDJ and – lo and behold – the screen will flash and you`ll have infinite lives.



LEGEND OF THE LOST

This game came as a real let down. We all thought it was going to be a B-movie-style romp, but instead it was a dull mish-mash of dire sub-games. Still, if you bought it and want to play it for a bit longer, then try this cheat out. Enter the password screen and enter the word EDLER. You can now select which level you wish to start on – easy, when you know how.

NIGHTBREED (THE ARCADE GAME)

Having trouble guiding Boone through Midian? Despite our poster map, can you not reach Baphomet? Well, fret no longer, as Julian, has been tinkering around with the game's front end and has discovered that if you rearrange the key to look like the one shown here, infinite lives will be at your disposal.

VOODOO NIGHTMARE

It`s not as easy as it looks for Boots Barker and his jungle japes in Palace`s latest piece of work, but there is a handy little cheat when you`re being harassed in the jungle by the hordes of creepy-crawlies intent on making you their main meal. As you might have noticed, the insects and animals all go to beddy byes at night leaving you to roam around without any problems, but come dawn their back again. At this point pause the game, and you`ll notice that the game isn`t entirely paused: the game time still changes from day to night. So when it becomes night again, unpause the game and continue play.

NIGHTBREED (THE INTERACTIVE GAME)

I slightly preferred this over the arcade game, it`s by no means the next Cinemaware game, but it plays adequately. So just to help you a little further in the game, here`s a few useful pointers.

1. First of all drive to the cop and give yourself up. Once taken to the hospital, you will meet Narcisse who tells you of Midian. Then take a trip to the Necropolis where the fabled city is found.

2. In a hands-off sequence, Peloquin will bite you, injecting the `Breed life force into you. To avoid ending up as `Breed food, hammer the firebutton to run away. In another hands-off section, Decker will have you shot. But, when you are taken to the morgue, you automatically escape.

3. Due to a strange anomaly, and despite the fact that you are listed as dead, the police don`t bat an eyelid at you getting caught in a nicked motor! Still, head once again for Midian, but actually enter the fabled city, as Lori is in danger at the hands (or knives!) of The Mask. As he bungs knives at you, move the joystick in an anti-clockwise square, and only two or three knives will hit you before he runs off.

4. Enter Midian to be greeted by Lylesburg. He will allow you to explore Midian. You start on level three, so climb down towards level three and you will meet Baphomet, who, in turn, will baptise you.
Well, that`s your lot for this month, stay tuned for the rest of the solution.

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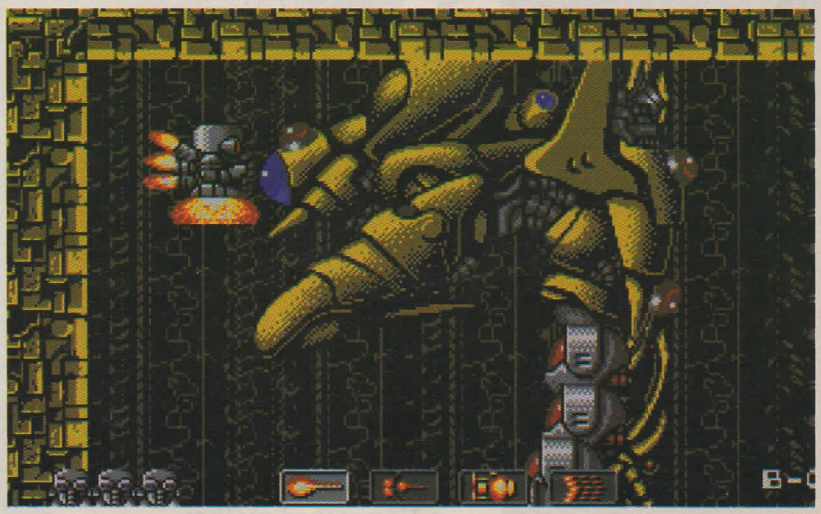
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Loads of you sent this in, and it will aid even the weakest Robot Monster killer in Escape From The Planet Of The Robot Monsters (that is some title!). All you do is play as normal, and make your way to the evil Reptilon end-of-level beings. As they approach you, don't bother fighting them, instead run around them and stand in the furthest right-hand corner. Now keep using your bombs on the wall, and a weak spot will appear (you won't be able to see it, though). Keep pushing in that direction whilst bombing and eventually you'll able to walk through the wall and out of the Reptilon's way. Many thanks to everyone who sent that in.

OFF ROAD RACER

Brrm! Brrrrrrmmmm! But just driving about carelessly is not enough in Off Road Racer if you want to be the winner, and even if your are the winner, what should you buy with the cash that you've got? Well here`s the answer. The add-ons you should buy with your first wad of cash are some better tyres, to get you round the course (the other cars won`t be fast enough to pose any threat), and also get the extra speed - the more the merrier. Once you`ve got the best tyres and speed, buy the higher acceleration. Lastly, get the shocks. By now the other cars will be starting to get a bit more experienced, but all the money you win will be able to be spent on nitro, so you shouldn`t have any problems.



ATOMIC ROBO-KID

Although we only got the game this month, I`m sure this cheat we`ve found will come in very handy for those of you who buy this game. While still on the title screen, type in TUESDAY 14TH (with the space) and then when you press fire to start the game you will be presented with a lovely little option screen that will allow you to acquire infinite lives and all sorts of other nice things.

TOP TEN

UP AND COMING TITLES

Mickey's Runaway Zoo: Fun With Numbers. Goofy really goofed this time! He accidentally left the gates open at Mickey's Petting Zoo — and now Mickey's menagerie is on the loose all over town. Join Mickey and Goofy on a playful hide-and-seek counting adventure through four charming neighbourhoods as they try to gather up dozens of missing pets and bring them home again.

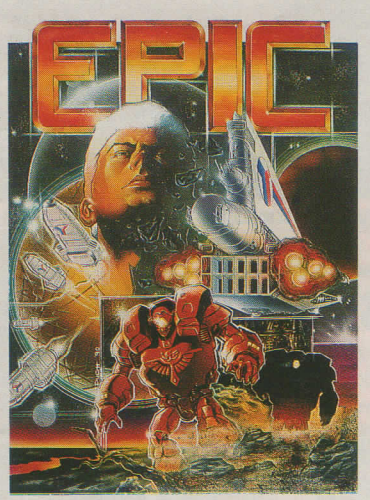
Goofy's Railway Express: Fun with Colors and Shapes. All aboard for a round trip full of imagination, lively animation, and carloads of fun! Ride along with Goofy and Mickey as they explore a picturesque countryside full of coloured geometric shapes that transform into enchanting objects with the toot of the train whistle.

Donald's Alphabet Chase: Fun With Letters. It's roundup time at Donald's house. Mischievous alphabet pets have slipped out of the toybox, and are running wild all over the house! Preschoolers are invited to join Donald in this crazy game of hide-and-seek as he scrambles from one end of the house to the other to recapture all the 26 letters of the alphabet.

EPIC

Epic is one heck of a space extravaganza!! The sun is dying, and a supernova is imminent. The federation council has decreed the immediate evacuation of our planet, to the distant planet of Ulysses 7, on the far side of the Rexxon Empire.

A legend was about to be born, a new, one man starfighter, with awesome power and destruction, would cause havoc among the enemy. The legend would be known as *Epic*.



TEST DRIVE III: THE PASSION

Test Drive III: The Passion makes the passion of driving fast and exotic cars a fantastic reality, and is ready to blow the wheels off any driving simulation on the market, with the most expensive and exclusive exotic sports cars in the world.

Features:

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- Unmatched realism.
- Latest computer technology.

ELVIRA

Elvira needs you — *bad*!! Help her battle ghoulish warriors in furious, hand to hand combat and find six keys to unlock a secret chest! Use your spellbook to mix evil spirits!! Horror-movie realism in an enormous castle! Would you expect anything less from the one and only *Mistress of the Dark*??!

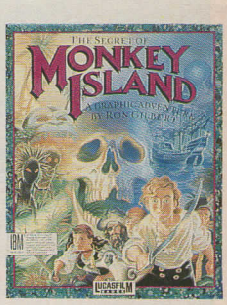
Outstanding graphics and soundtrack will appeal to both Graphic Adventure players and Role Playing Enthusiasts — dare to play with one bad girl!!!

SECRET OF MONKEY ISLAND

Secret of Monkey Island is a fantastic comedy set during the 'golden age' of piracy, in the Caribbean!!

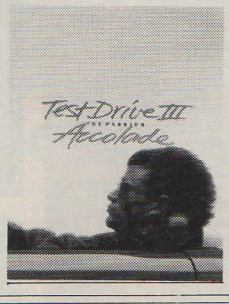
The game's twisty plot lands our hero, fresh from the Old World, on a hilarious, complex, swashbuckling search for the fabled Secret of Monkey Island.

Features cinematic storytelling, high resolution graphics and a unique point 'n' click outerface.



KING'S QUEST V

Sierra present chapter V in the thrilling King's Quest adventure saga. Brave King Graham is back in the biggest and best adventure game yet, King's Quest V is also the BIGGEST game ever created, weighing in at over 10 megabytes! Drama, excitement and adventure with hours of digitised speech and brilliant 256 colour VGA graphics, superior animation and yet another breaktaking original soundtrack!!!



COMPETITION

OUR INTREPID ADVENTURER AND ALL ROUND SUPER-HERO SAVED THE WORLD ONCE FROM THE WICKED WAYS OF THE FATMAN, LEAVING THE OVERWEIGHT OGRE TIED TO A STAKE AND HELD BY THE GODLUS. BUT FORTUNE HAS SMILED ON RICK'S ENEMY, AND A STRONG ALIEN RACE HAS BEFRIENDED HIM. NOW THE THREAT TO THE WORLD IS TWICE AS GREAT. RICK'S ENEMIES FORM A CONSPIRACY AGAINST HIM KNOWN AS THE ..... CONSPIRACY.

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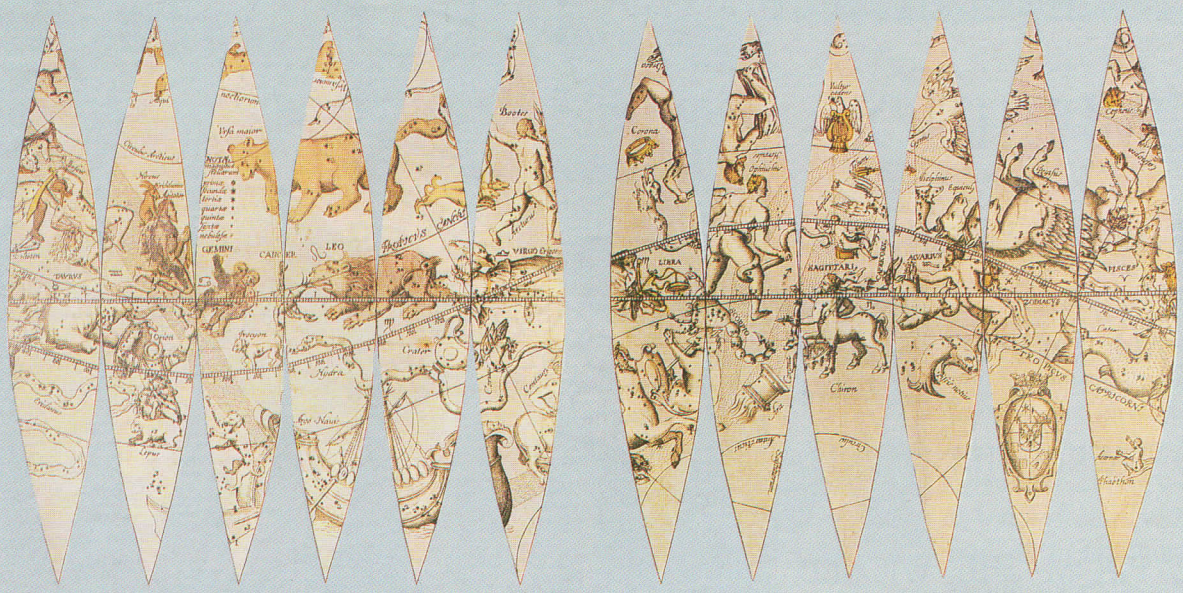

ASTROLOGY

SCORPIO

Oct 23-Nov 21

Scorpios are very intense and deeply emotional people. They are also very powerful and have strong physical needs. If satisfied on a physical level, they are highly passionate, however, if they are denied this physical contact, they suppress this strong energy force, and anger will be expressed through pain in the lower back. Scorpios great needs mean they are rarely moderate. In their consumption of food, alcohol, cigarettes etc, they should practice regular elimination through exercise and fasting.

PISCES

Feb 19-March 20

Pisceans are so sensitive that they tend to feel other people's pain easily. They are also great escapists and thus run a higher risk of addiction to drugs, especially in stressful times. Pisceans spend a great amount of time dreaming and making plans, they need to ground themselves through their sensitive feet by reflexology, or foot massage. They should do this regularly and walk barefoot often.

CAPRICORN

Dec 22-Jan 19

Cautious and methodic Capricorns set themselves great and difficult tasks. However they allow little space and time to release some of the steam they create by working so hard. They are very disciplined, but also very rigid, and place no value on relaxation as it serves no purpose. This rigidity expresses itself through restrictive diseases such as rheumatisms and arthritis. It is essential that Capricorns set time aside to relax — they will work much harder and achieve more if they recharge their creative and physical energies.

LIBRA

Sept 23-Oct 22

The Libran's main concern is to keep the balance and peace. Often they will supress their own needs in order to maintain the balance they have so finely achieved. However, in supressing their own needs they hold in much anger and frustration. This disease releases itself through the organ of anger — the liver — often causing skin problems and skin related disorders such as eczema or allergies. Hatha yoga, or one of the more graceful martial arts will help Librans keep balanced and grounded.

SAGITTARIUS

Nov 22-Dec 21

Sagittarians fear illness more than any of the other signs. They fear immobility from illness as they see it as a block to the adventure, excitement and thrill that they seek out. Yet they constantly push themselves to the extreme, and use up great amounts of their energy in doing so. The areas that suffer are the hips and liver. Sagittarians heavy bouts of eating and drinking also strain the body and they must learn to take time out for rest, to restore their natural energy.

AQUARIUS

Jan 20-Feb 18

While Aquarians are often drawn towards healing techniques and health issues, they are usually so absorbed in their thoughts, that they forget to take care of themselves. In doing so, they wear themselves out and this results in circulatory disorders, often expressing through accidents, loss of concentration and anxious behaviour. The lower limbs, shins, calves, ankles, tend to take most of the strain so Aquarians must take care when exercising.

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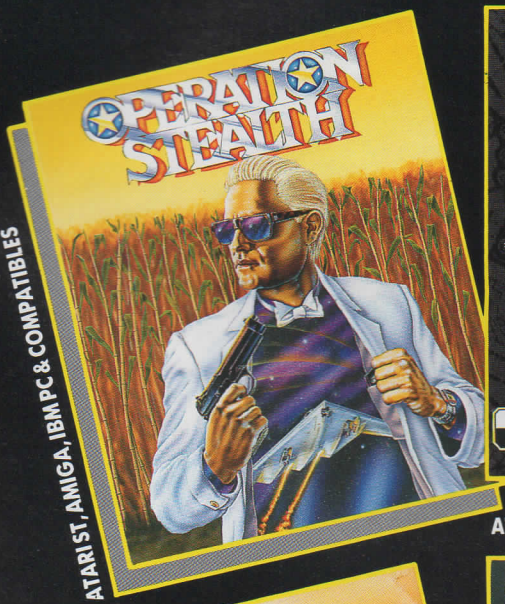

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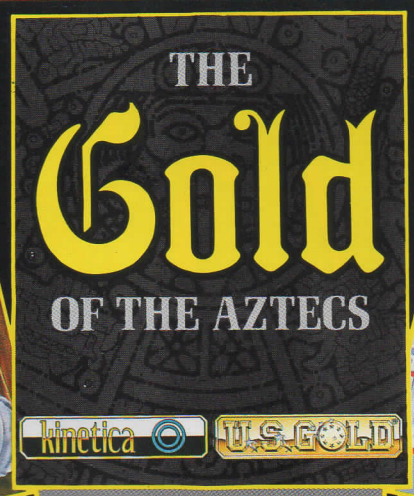

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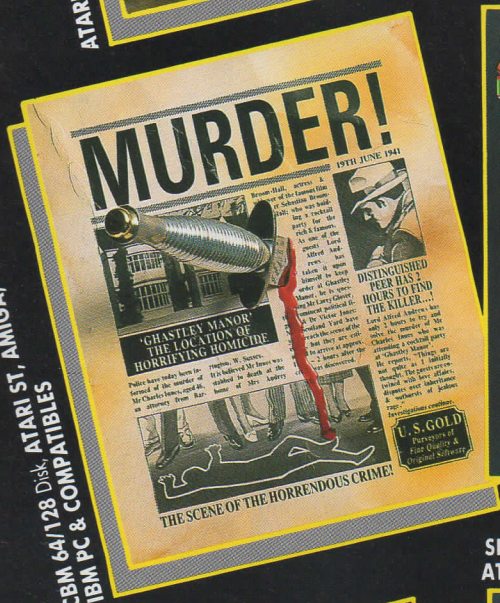
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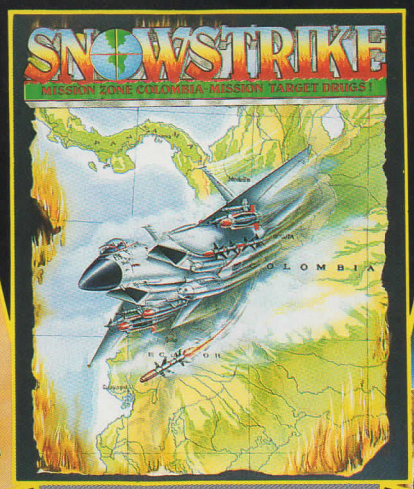

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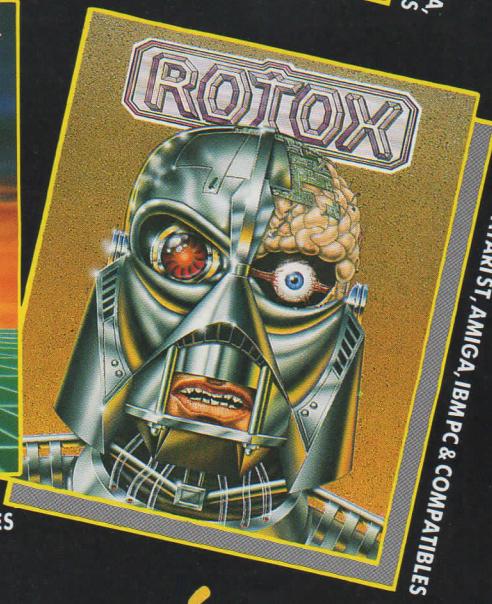

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